Dark Souls 2 Compendium

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Introduction, what is the compendium?

This is the first part of the compendium. The Dark Souls 2 Compendium will be two separate but related works. They will have the exact same layout and set up, the style of information in them is what is going to be different. The first will solely consist of relevant item descriptions, dialogue, and imagery. The second will use bits and pieces of the relevant information in the first to construct a story for each chapter.

Theories backed with evidence will be included in both sections of the compendium, the reasoning being in the second part and all the relevant in-game information will be included in the first part. I want to make it clear, speculation will not be included within the compendium. This is the distinction I make between the two: a theory has in-game evidence supporting it(item descriptions or dialogue, imagery is allowed by not as the sole basis), and anything else is speculation.

I would like to say thanks to:

I want to thank both the Wikidot and the fextralife Wiki. Who ever contributed to creating those sites I owe a huge debt of thanks to. I've spent an inordinate amount of time doing this, I can't even imagine how long it would of taken if I had to write every item description and dialogue myself.

I also want to give a shout out to Marcus, aka EpicNameBro, I have been a fan of him since I found his DKS1 videos. I've always been interested in the plot behind the games I play, but after finding and watching his videos I became interesting in Souls lore to a whole nother level.

Two things you should know before reading this:

When you come across a description and it only lists an enemy name, you should be aware that the description comes from the Official Dark Souls 2 Strategy Guide and should not be considered as in-game information.

Throughout this text you will see the various updated SotFS item descriptions with formatting in them, here is a guide to what the various formatting means:

normal text: is text that stayed the same in an item description with the SotFS patch.

~~strike-through.~~ is text that was removed from an item description with the SotFS patch.

Italics: is text that was added to item descriptions with the SotFS patch.

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Chapter 1 The Curse of the Undead and This World.

- **Cutscene, when first entering the house (Strowen speaking)**

"Heh heh heh… What seems to be the ruckus? Ooh, my! Your face. The face of the curse. It's an Undead. An Undead has come to play. Heh heh… They all end up here, all the ones like you. You spoke to that kind old dear, didn't you? Heh heh… You're finished. You'll go Hollow. Yes, you will become one of them. Hollows prey upon men, feast upon their souls. This is the fate of the cursed. Heh heh heh… What is your name?"

"At least you know your own name. Here's your reward for sharing. It's a Human Effigy. Take a closer look… Who do you think it's supposed to be? Think back, deep into your past. Yes, it's an effigy of you."

"All people come here for the same reason. To break the curse. You're no different, I should think? Hmm… doesn't stand a chance. Well, you never know! Go through the door and trot along to the kingdom. But remember, hold on to your souls. They're all that keep you from going Hollow. Oh, I'll fool you no longer… You'll lose your souls…All of them. Over and over again."

- **When speaking to Milibeth**

"This is a limbo. A link between Drangleic and the outer world. Fair traveler, I know that you must have a story. Why else would you visit such a place? This lost, decayed kingdom."

- **When speaking to Licia**

"I'd heard awful rumors about this place, and I'm afraid they were all true. The king, gone. The earth, ravaged. The burden on the people weighs heavy. I fear that by now, they may have scarce room in their hearts for miracles…"

- **When speaking to Saulden**

"You're Undead…aren't you. You have that distinct scent. The smell of irreversible fate. This is Majula. It is a kind of settlement… A place where life is almost normal. And in Drangleic these days, there are very few places like that."

"I am Saulden. And like you…I lost everything, and now I'm here. You probably heard that it was possible to break the curse here. Well, that's not true at all. There's nothing here, for you, me, or anybody…"

"Do you know much about souls? Even I'm not certain, but… I'm told that the soul is the essence of life itself. Anything living, sentient or no, supposedly has one. What we call the curse is traceable to the soul. Do you see what that means? To be alive…to walk this earth… That's the real curse right there. We Undead will never die. And that's quite a predicament, really…"

"There are four beings in this land with giant souls. And wherever you go from here, you'll sooner or later come up against them. Each has a powerful soul, and a terrible curse… If that frightens you, then you ought to just give up right now. Like I have. Hah hah hah…"

"The flame you see there is a bonfire. They exist all across the land… beacons to we Undead. If you are tired, try resting beside the flame. The flame heals us."

"Long ago, a woman called a Fire Keeper watched over each bonfire. She kept the flame lit, and guarded it from those who would extinguish it. I wonder where the Fire Keepers went…"

"Did you notice any letters on the ground on the way here? These are messages that have jumped the fissures between worlds. In Drangleic, the flow of time is convoluted. Things shift and waver, twist and turn. Poignant wishes, dashed dreams… The messages convey our very inner thoughts. If your will to soldier on falters, try leaving a message. Somebody out there is sure to listen."

"You may notice symbols that appear upon the ground. These are summon signatures…They call upon spirits from other worlds through the schisms in time. If you fear Hollows, find summon signatures to call upon spirits to help you."

- **When Speaking to Vendrick**

"Drangleic will fall, The fire will fade, and the souls of old will reemerge. With Dark unshackled, a curse will be upon us… And men will take their true shape…"

"One day fire will fade and dark will become a curse. Men will be free from death; left to wander eternally. Dark will again be ours and in our true shape We can bury the false legends of yore. …only is this our only choice? Seek strength. The rest will follow."

- **When speaking to Felkin**

"This land…lies closest to the Dark… Th-that is…that is why I came here. This kingdom…collapsed long ago. All that are left… Are either Undead or Hollow… Save a few misfits like myself…hah hah."

"I w-went…I went…I went to a great school…in the south… But neither sorcery nor pyromancy appealed…I… I-I learned nothing…nothing at all… I-it was there that I happened upon the Dark. It drew me in… The nebulous Dark… Soon, I was drawn to this land, where Dark runs deeper than anywhere else."

- **When speaking to Carhillion**

"The forces of magic, and souls, lie dormant in this land. It is a fitting place to hone my sorceries. I suspect that I may even conjure up new spells here. Sorcery is yet a mystery, even to me. Let us mature together, young pupil."

"I sense a dark power here. Something akin to sorcery… Only more…primordial… I wish to find out more about it, but as we see, this place is in ruins. Just what happened here?"

- **When speaking to Rosabeth**

"Once, Master Carhillion spoke excitedly of this land. He made talk of the remnants…of some great power, and the deep abyss that surrounds it. I tried to ask more… But he didn't seem to hear. …I'll never be good enough, will I…"

- **When speaking to Benhart**

"This land is a right mess, eh? King's gone, and the people have a mad glint in their eyes. The land itself is overrun by terrible beasts. No better place to test my sword, ey? Heh heh heh heh…"

- **When speaking to Ornifex**

"It's hard to believe now, but this land was once a flourishing kingdom. Its king, Vendrick, came close to unlocking the essence of the soul. What a dazzling soul he surely had… Imagine what I might create with such a powerful soul…"

- **When speaking to Shanalotte**

"Are you…the next monarch? Or… Merely a pawn of fate? Bearer of the curse… I will remain by your side. Till this frail hope shatters… Take this with you. May it ease your journey. Go on, and see the King. He who made Drangleic what it once was; he who peered at the essence of the soul. King Vendrick."

"Bearer of the curse, seek misery. For misery will lead you to greater, stronger souls. You will never meet the King with a soul so frail and pallid."

"Seek those whose names are unutterable, the four endowed with immense souls. Their souls will serve as beacons. Once you have found them, return here to me. So that hope will not fade away."

"The soul and the curse are one and the same. Your soul has grown stronger still. I only hope it brings you what you wish."

"Bearer of the curse… Seek souls. Larger, more powerful souls. Seek the King, that is the only way. Lest this land swallow you whole… As it has so many others."

"Those who come to Drangleic seeking salvation soon lose hope, and turn Hollow. It happens to them all, sooner or later. That blue knight at the base of the tower… His spirit is already broken. Although he does offer sound advice. Perhaps he is a foreshadowing of your own future?"

"The sign you bear will drain your very souls… And without souls, you will turn Hollow. Stay strong, do not lose hope. Even when you have precious little time."

"For when the Undead dies, it is never truly dead, but only one step closer to Hollowing. Not all Undead are Hollows, but all Hollows were once Undead."

- **When speaking to Lucatiel**

"They say Drangleic brims with powerful souls. And so I came to claim my share. But what a strange place…Even the rumors did not prepare me."

"The longer I am here, the more madness I discover. A wretched place, indeed, but not without traces of its former glory. What could have caused such degradation?"

"Have you heard of the Undead? These poor souls affected by the curse. An Undead gradually loses his humanity, until his wits degrade completely. Finally, he turns Hollow, and preys upon others. And a Hollow can never be human again. One can skirt this wicked fate only with the help of the souls found here. Assuming, of course, that the legends are true. I can only hope…that they are."

"I've found my thoughts growing hazy. My memories are fading, oldest first. The curse is doing its work upon me. I am frightened… Terribly so… If everything should fade…What will be left of me…"

"If only someone would hear my tale… My brother must have come here, too. Soon, I may forget even about him…"
"Oh…You… My thoughts…are very…scattered… "
"What is this curse? The question rings in my mind, but I haven't the focus to answer it."

"Loss frightens me no end. Loss of memory, loss of self. If I were told that by killing you, I would be freed of this curse… Then I would draw my sword without hesitation. I don't want to die, I want to exist. I would sacrifice anything, anything at all for this. It shames me, but it is the truth."

"Sometimes, I feel obsessed… with this insignificant thing called "self". But even so, I am compelled to preserve it. Am I wrong to feel so? Surely you'd do the same, in my shoes? … Maybe we're all cursed… From the moment we're born…"

- **When speaking to Sweet Shalquoir**

"This place is already dead. Everything will crumble and waste away, so that something new may be born. Isn't it wonderful? Hee hee hee…"

"This place is fascinating. We receive only the most peculiar visitors. Folk like yourself. It's enough to keep even a cat amused!"

"Are you going to see the Old Ones? Those four who have grown so incredibly ancient. They must have sprouted quite a thick coat of moss by now. For heaven's sake, no-one even knows their names anymore! Imagine that! Hee hee hee hee! Yes… Nothing like yourself. For you…have a most pleasant scent, that grows nicer with each passing day."

- **When speaking to Melentia**

"My name is Melentia. You a stranger to this land? All we get is strangers these days. Everybody's gone and run off! Drangleic's been a pile o' rubble since the war fought long, long ago. When the Giants crossed the sea."

"Seemed like the battles would never end. Poor folk like myself had nary a place to sleep. That's why I keep all me things right with me. You may travel light, but methinks you bear a burden of your own."

- **When speaking to Gilligan**

"Ohhh, I should've listened to the warnings. This place is flippin' mental. Huh? No, I wasn't born here. I'm from a wee bit… I'm from a wee bit out west, that's all. I've seen some rough times. I think I'll settle down for a while."

"…Before long, the Princess' ire transformed her into a monster… …Now listen here. When do you think this all happened? …Long ago, when this very land was called something else… …We say Drangleic now, but… …Countless kingdoms have risen and fallen on this very spot… …And this won't be the last…oh no…"

- **When speaking to Chloanne**

"You know how they call this place Drangleic, right? Well, in the old lore, in stories and the like, they said it had another name… What was it? Well… I don't know, it's just something I heard. Since long, long ago, many kingdoms have risen and fallen on this very spot. Each like a great flame, that turns to soot. Maybe that's why people don't remember much about the past…"

- **When speaking to Straid**

"Many kingdoms rose and fell on this tract of earth; mine was by no means the first. Anything that has a beginning also has an end. No flame, however brilliant, does not one day splutter and fade. But then, from the ashes, the flame reignites, and a new kingdom is born, sporting a new face. It is all a curse! Heh heh heh!"

- **Darksign (DKS1) -** "The Darksign signifies an accursed Undead. Those branded with it are reborn after death, but will one day lose their mind and go Hollow. Death triggers the Darksign, which returns its bearer to the last bonfire rested at, but at the cost of all humanity and souls."
- **Darksign (DKS2) -** "An accursed mark. The Darksign induces death, returning the player to the last bonfire rested at, at the cost of all souls held. Do what you must to gather the pieces, scraping them into some semblance of a whole, before the will to do so fades."
- **Agape Ring -** "A ring affixed with an open vessel. The vessel insatiably absorbs souls in place of its wearer, who is left unaware, even of their recollection. All things are rooted in souls, but what drives our thirst for them? Abstinence from this elixir may be the truest homage to an enduring self."
- **Soul of a Nameless Soldier -** "Souls are the source of all life, and are sought by the Undead, and even the Hollowed."
- **Soul of a Great Hero -** "The soul is the source of all life, and even in undeath, or hollowing, the mind seeks souls."
- **Human Effigy -** "A warm, soft, shadow-like effigy. Use this item to reverse Hollowing. It also weakens the links to other worlds, preventing invasions and most cooperation. Peer closely at an effigy, and one begins to perceive a human form, but whose form it takes depends on the person looking."
- **Estus Flask -** "A green bottle of unknown make. Fill it with Estus at a bonfire, and drink from it to restore HP. The nature of the link between the Estus flasks and the bonfires that illuminate the world of the Undead is entirely unknown. But that is of little concern, for any Undead knows the value of these precious flasks."
- **Estus Flask Shard -** "The shard of an Estus Flask. Shards are deeply soaked in Estus. Graft the shard to an Estus Flask to increase flask uses. Over the ages, countless souls rested their bones as they drank from the original flask. And now this shard remains, serving as a vestige of their hopes and dreams."
- **Lifegem -** "Small stone made up of crystallized souls. Gradually restores a small amount of HP These stones are often found next to corpses. As such is the case, perhaps one could call this item the dead husk of a soul."
- **Radiant Lifegem -** "Stone made up of crystallized souls. Gradually restores HP. On rare occasions, one might find a lifegem that emits a particularly strong light. It seems the power of the owner's soul is apparent in even such a husk."
- **Imported Set -** "Traveler's tunic. Won't provide much in the way of protection. The cursed souls who wander the lands have a strange way of ending up here, as if drawn from afar by some force."
- **Agdayne's Black Robes -** "Robe worn by Agdayne of the Undead Crypt. Life itself is suffering; or karma, as some have called it. The embrace of death awaits all things, But does death mean an end to suffering?"
- **Soldier Key -** "Key to the soldier's door in the Forest of Fallen Giants. A fort was erected in the forest to face the Giants, but now the soldiers are lost and Hollowed. They are enfeebled, but not without honor, and continue to steadfastly defend their country."
- **Hollow Royal Soldier -** "Now Hollowed, these were once Royal Soldiers of the Drangleic Kingdom. Their equipment was constructed by the royal blacksmith from high quality materials, but now it is falling apart. They continue defend the kingdom loyally."
- **Homeward -** "A miracle that returns the caster to the last bonfire rested at. Traditionally, its destination was the caster's homeland. The curse slowly erodes one's memory, until even one's birthplace is reduced to a figment of a clouded past. But the bonfires are constant, a beacon for the tragically afflicted."
- **Homeward Bone -** "A white-ashen bone. Return to last bonfire rested at. Bonfires burn on the bones of Undead And this bone, belonging to one whose journey was cut short, has the power to travel to bonfires. As if it yearns to resume its futile quest… "

- **Bonfire Ascetic** - "Tossing this into a bonfire strengthens nearby foes. Once the Bonfire Ascetic is devoured by the flames, its effects can never be reversed. Be prepared before using this perilous ember. Fire exhibits a connection to the curse, and when the flames grow stronger, so does the curse."
- **Guidance** - "A miracle created to help those who have lost their way. Reveals more messages from other worlds. Countless worlds loosely overlap, and at the seams of contact, kindred souls, who have lost their way, call out to one another with fleeting messages of hope."
- **Sublime Bone Dust** - "Charred, ashen bones. Cast them into the Far Fire in Majula to increase the HP restored with each use of your flask. They say these are the remains of a saint who cast himself into the bonfire. But we will never know for sure, for soot and ashes tell no story."
- **Parrying Dagger** - "Unlike standard weapons, this dagger is equipped on the left hand for parrying. Accomplishments are forever out of reach to those who constantly fear failure. A true warrior hones his body and mind, and peers far beyond immediate hardship."
- **Brigand Hood** - "Hood worn by looting brigands. Mountains surround Drangleic on three sides. Most travelers who try to cross them end up hapless prey to the countless brigands lurking there."
- **Name Engraved Ring** - "A special ring that can be engraved with the name of a god. Becomes easier to connect to worlds of players who choose the same god. There are countless vestiges of long-lost gods in the ruins of Drangleic. Or perhaps they are the very same gods as ours, only know by different names."
- **Ring of Binding** - "An unusual ring of unknown origin. Limits the wearer's HP reduction when hollow. Alas, this ring will not make you human. What is lost is not easily retrieved."
- **Redeye Ring** - "A cursed ring depicting a demon eye. Becomes easier to be detected by enemies. If it is tranquility that you seek, then you should never have left your home. If you seek strife, then fair enough, but no need to overdo it."
- **Life Ring** - "An old ring set with a red jewel. Raises maximum HP. Each ring has a different power, and even very modest rings can be a great boon on a perilous journey."
- **Watchdragon Parma** - "A shield decorated by intertwined dragons. The black and white contrast depicts the ebb and flow of the fate of all things living. and the serpentine dragons that watch over the march of time. The bearer of this shield will be blessed by great fortune in battle."
- **Black Separation Crystal** - "A symbol of farewells that has been passed down since time immemorial. The crystal sends phantoms back to their homes, or sends you back to yours. Whether ending in hope or despair, encounters are valuable experiences. Beware fickle use of this item."
- **Red Sign Soapstone** - "Online play item. Leave invasion sign. Be summoned to another world as a dark spirit, and defeat the summoner to acquire a Token of Spite. Some Undead persevere along the honorable path even after crossing into the dark. The Red Sign Soapstone is for them."
- **Small White Sign Soapstone** - "Online play item. Leave summon sign. Be summoned as a shade to another world in order to help that world's master for a certain time. You will be rewarded for successfully assisting the other player. The effect is not as long-lived as that of the White Sign Soapstone, and it is used only in particular places to provide assistance."
- **White Sign Soapstone** - "Online play item. Leave summon sign. Be summoned as a phantom to another world in order to help that world's master for a certain time. You will be rewarded with a Token of Fidelity for successfully assisting the other player. The flow of time is distorted in these lands, and the White Sign Soapstone allows Undead to assist one another."
- **Token of Fidelity** - "Token recognizing that the owner has traveled worlds to help others. When in other worlds, it can be also used to restore the master of the world's HP, but this is only a secondary effect of the item. Simply carrying these tokens shows the depth of the holder's fidelity."
- **Bone of Order** - "Online play item. You will be punished for fleeing from other worlds by disconnecting unjustly. However, this charm will disperse the ire directed at you. But sins are not easily buried, and there's no telling if you will be let off so easily next time. Each encounter in life is a precious turn of fate, and fate will not be cheated."
- **Dried Fingers** - "Dried fingers with multiple Knuckles. Shriveled, but radiating a peculiar warmth. "By the number of knuckles, it couldn't have been human, but perhaps some questions are best left unasked."
- **Token of Spite** - "Token recognizing that the owner has traveled worlds to defeat others. Simply carrying these tokens shows the bitterness of the grudges the holder has accumulated." *Need to join the BoB*
- **Sunlight Medal** - "A medal depicting the sun. Offer it to the altar to strengthen the bond with your covenant. The slight warmth of the medal makes valor brim within one's bosom. The brave fighters who bore these medals are gone, but the sun never sets. On this day begins the contest to find the Sun's truest son."

Chapter 2 Vendrick, King of Drangleic: He Who Would Link the Flame

- **When speaking to Vendrick in the Memory of the King**

"Seeker of fire, coveter of the throne. I am Vendrick, ruler of Drangleic. Seeker of fire, deliverer of crowns. What do you see in the flames? Find the crowns, and your own answers. The crowns hold the strength of lords from time long past. Seek adversity, as befits you. Seeker of fire, coveter of the throne. I'm no king, I'm more fit to be a jester. I was unaware of my own blindness. We are feeble vessels, with feeble souls. We will cast aside the prop of life, only to face greater hardship. Are you another such fool? Or something more? I fail to see your design, young moth. I fail to see your design, wee moth. But, I see very little, these days."

"Seeker of fire, conqueror of Dark. I too sought fire once. With fire, they say, a true king can harness the curse. A lie, but I knew no better… Seeker of fire, you know not the depth of Dark within you. It grows deeper still, the more flame you covet. Flame, oh, flame… I am king of this wretched, unraveled kingdom. I subdued the giants, and claimed their strength. So that I might step closer to fire… Drangleic will fall, The fire will fade, and the souls of old will reemerge. With Dark unshackled, a curse will be upon us… And men will take their true shape…"

"Seeker of Fire… I see you subdued another foul creature. One of the father of the abyss spawn… that confounded quintessence of humanity. The abyss once had form but then dissipated. And yet… traces of it's existence endured. Each fragment thirsting for power spread dark with no relent. My dear 'shandra was one such fragment. A feeble, tiny thing that thirsted for power more than any other. Driven by insatiable lust for a worthy vessel. Fire came to be and with it disparity. Heat and cold, life and death, light and dark. Dark was seen as a curse. Shadow is not cast but born of fire. And the brighter the flame, the deeper the shadow. Inherit fire and harness the dark. Such is the calling of a true leader."

"One day fire will fade and dark will become a curse. Men will be free from death; left to wander eternally. Dark will again be ours and in our true shape We can bury the false legends of yore. …only is this our only choice? Seek strength. The rest will follow."

- **When speaking to Nashandra at Drangleic Castle**

"You have fought admirably on your journey, cursed Undead. I am Nashandra, Queen of Drangleic. A true monarch carries the weight of their souls. The last king of this land, King Vendrick, as he was called… He was less of a king than you might imagine. He found the strength to rule his people, and when the Undead were born, cursed… He found more strength, to face them. But in the end, he never took the true throne."

"Visit Vendrick. We have no need for two rulers…"

When talking to Nashandra after killing or just visiting Vendrick - "Drangleic is no longer."

When talking to Nashandra after obtaining the King's Ring - "Brave Undead, seek the throne. Follow the symbol of the monarch, and do what must be done."

- **When speaking to Chancellor Wellager**

"Who are you… And by whose permission do you stand before me? This castle is the domain of King Vendrick. Is your trespass intentional? … His Highness…Where has he gone?"

"You are a guest of our castle. I am the Chancellor, Wellager. Do you seek an audience with my Lord, King Vendrick? Unfortunately, His Highness is absent. My Lord…The King has… The Queen…Has taken him…"

"My Lord made magnificent findings on souls… An accomplishment for the ages… He vanquished the Four Great Ones… And built this kingdom upon their souls. Our King has watched over this land… Since ages long, long ago… King Vendrick…We must fight back… Or the Giants will take Drangleic…"

"The King had a dear Queen, a woman of unparalleled beauty. Long ago, the Queen came to us, alone, from a faraway land. She warned our Lord of the looming threat across the seas…of the Giants. The King crossed the ocean… And defeated the Giants, with the Queen at his side."

"The King commandeered their power… And created the Golems. With the Golems, the king created this castle. To celebrate victory… And to show his love, his gratitude to his Queen… "

"The Queen…Brought peace… to this land, and to her King. A peace so deep…it was like…The Dark…"

"Is this…some sort of a dream? …… Where am I? What has happened to our castle… Who are you… And by whose permission do you stand before me?"

"Welcome, visitor… Our guests are treated with honor. This is the way of our castle. Tell me if you should require anything."

"Where has His Royal Highness gone…"

- **When speaking to Captain Drummond**

"I am Drummond, and the Lord has placed this fort in my hands. Whoever you are, I forgive your trespass. But leave this place immediately. Just mention my name, and no man will challenge your exit. And even if you don't, by now, my men have not the will to resist."

"Soon, the Giants will descend upon this fort. It is revenge, for the Kingdom's misguided barbarism. The venerable Lord built this kingdom to bring prosperity to His subjects. What has transformed him so, I can not imagine."

"Long ago, the King crossed the seas, pillaged the land of Giants, and brought back a "prize". It was then that the golems materialized. The Giants are no ordinary barbarians. A singular rage burns within their hearts. My father, and his father, both fought the Giants on this very land. The Giants have wills of steel. They cannot find it within themselves... To forgive the misdeeds of our lord. "

- **When speaking to Shanalotte**

"Are you…the next monarch? Or… Merely a pawn of fate? Bearer of the curse… I will remain by your side. Till this frail hope

shatters… Take this with you. May it ease your journey. Go on, and see the King. He who made Drangleic what it once was; he who peered at the essence of the soul. King Vendrick."

"Bearer of the curse, seek misery. For misery will lead you to greater, stronger souls. You will never meet the King with a soul so frail and pallid."

"Bearer of the curse… Seek souls. Larger, more powerful souls. Seek the King, that is the only way. Lest this land swallow you whole… As it has so many others."

"Are you…the next monarch? Or… Merely a pawn of fate? Bearer of the curse… I will remain by your side. Till this frail hope shatters… Take this with you. May it ease your journey. Go on, and see the King. He who made Drangleic what it once was; he who peered at the essence of the soul. King Vendrick."

"Over the hill and past the forest is the King's castle. Where a man peered straight into the essence of the soul. But what ever came of it…"

outside of Drangleic Castle having obtained the four Great Souls - "This castle is isolated. But nonetheless, you must forge on. To bring an end to your journey…and mine. End your journey…and mine"

In the Undead Crypt, need King's Ring - "This ring is the symbol of the King. Use it to gain passage, through the King's Gate… … and venture to the far east… Bearer of the curse, if you are to be the next monarch, Then, one day, you will walk those grounds… … without really knowing why."

On the stairs leading to the Throne of Want, need Giants Kinship "My journey is already complete. My name is Shanalotte. The dragon gave me this name, for I was born with none. I was born of dragons, contrived by men. By ones who would cozen fate herself… They are the ones who created me. But they failed. I did not come out as intended. Fate would not be bested, and men were cursed once again. If you proceed, Nashandra will come after you. Knowing that you will take the throne, and link the fire. She covets the First Flame, and the Great Soul. Put Nashandra to rest."

- **When Speaking to Vengarl**

"Long ago, I was hired to defend the kingdom[Drangleic?]. I remember a long, brutal fight, and then… Somebody killed me. Or so I thought… I came to, and found myself like this. I don't know what explains it, but it's not so bad, really. And now I watch the days go by, and gaze at the night sky, thinking of the finer things, far removed from war. I'd grown weary of battle, but did not realize it until now."

"I cannot lie. Sometimes I wonder what's become of the kingdom[Drangleic?]. I was a hired hand, yes, but we soldiers stared death in the eye together. And for His Highness…I am afraid… But, perhaps it is for the best. We knew not what we fought for."

- **When speaking to Melentia**

"My name is Melentia. You a stranger to this land? All we get is strangers these days. Everybody's gone and run off! Drangleic's been a pile o' rubble since the war fought long, long ago. When the Giants crossed the sea."

"Seemed like the battles would never end. Poor folk like myself had nary a place to sleep. That's why I keep all me things right with me. You may travel light, but methinks you bear a burden of your own."

- **When speaking to Chloanne**

"You know how they call this place Drangleic, right? Well, in the old lore, in stories and the like, they said it had another name… What was it? Well… I don't know, it's just something I heard. Since long, long ago, many kingdoms have risen and fallen on this very spot. Each like a great flame, that turns to soot. Maybe that's why people don't remember much about the past…"

- **When speaking to Straid**

"Drangleic… I've never heard the name. Is that what they call this place now? Hah hah…Very good, very good indeed."

- **When speaking to Licia**

"I'd heard awful rumors about this place, and I'm afraid they were all true. The king, gone. The earth, ravaged. The burden on the people weighs heavy. I fear that by now, they may have scarce room in their hearts for miracles…"

- **When speaking to Grave Warden Agdayne**

"Did you come for him? The one called Vendrick. You will find him deeper inside. Many castle servants and the like have come to fetch their lord. But they rest here now, put to death by the King's own guards. Perhaps he's not in the mood for company. "

- **Vendrick** - "Founder of Drangleic along with his brother Aldia, Vendrick was later crowned as the fledgling Kingdom's first monarch. While widely respected by his subjects, Vendrick was plagued with misfortune through is rule - the epidemic spread of the Undead Curse through Drangleic forced him to resort to increasingly brutal and inhumane measures to contain it; meanwhile the kingdom's armies faced imminent invasion by the great Giants of the Northern continent. With nowhere left to turn ,Vendrick finally departed the castle on a last desperate errand and was never heard from again."
- **Vendrick** - "The former King of Drangleic has been reduced to a mindless hollow, but still clutches something dear. While killing him not necessary for the completion of your quest, putting this poor soul to rest could only be considered a final courtesy to the man who used every means within his reach and made unimaginable sacrifices to half the spread of the Undead Curse. A dignified and honorable death in single combat... Vendrick would have wanted it so."
- **Soul of the King** - "Soul of Vendrick, King of Drangleic. ~~The King was wasted away, a shadow of his former self, but still held something dear.~~ *This great soul beckoned the Dark, overwhelming the King. Perhaps this King, who once ruled the world of men, was a lacking vessel for the true throne.* Use the soul of he who would link the flame to acquire numerous

souls, or to create something of great worth."

- **King's Ring** - "A powerful soul is like a curse. ~~And Vendrick, King of Drangleic, used a powerful soul to keep the curse at bay. King Vendrick sought greater souls, and made the giants' strength his own, but even still, the curse overcame him.~~ *And those with strong souls must bear within themselves an even stronger curse. Vendrick, King of Drangleic, used a powerful soul to keep the curse at bay. In the end, he sought the flame that began it all.* Wear this ring to open the King's Gate."
- **King's Shield** - ""Shield of Vendrick, King of Drangleic. ~~The great king shut himself away, and was soon reduced to a mere shell. Just what was it that he yearned to~~ protect? *One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*"
- **Ruler's Sword** - "Greatsword of Vendrick, King of Drangleic. The strength of this sword is relative to the number of souls possessed by its wielder. ~~The great king shut himself away, and was soon reduced to a mere shell. Just what was it that he yearned to protect. Effect: attack boosted by souls held.~~ *One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*"
- **King's Ultra Greatsword** - "An ultra-greatsword forged from the soul of King Vendrick. Inflicts heavy damage on enemy armor. Only the King knows whether the depiction of the Queen is a resentful mockery, or an affectionate exaltation."
- **Ancient Dragon Soul** - "Soul of the great ancient dragon that stands magnificently, deep within the shrine. This powerful being stands and waits, for whoever may visit him. Use the dragon soul, created by those who peered into the essence of the soul, to acquire numerous souls, or to create something of great worth."
- **Key to Kings Passage** - "Key to the King's Passage, inside Drangleic Castle. King Vendrick tried all manner of things to purge the curse that threatened his kingdom. But when every last attempt failed, the King fled through the King's Passage."
- **Aldia Key** - "Key used in the mansion of Aldia. King Vendrick condemned his own elder brother to the mansion. They both sought the truth, but through different means, and their fervor meant the eventual withering of their familial ties."
- **Aldia Hammer** - "They say that Lord Aldia was the King's elder brother and helped found Drangleic, but he later lost interest in the land's fortunes."
- **Nashandra** - "A woman of mysterious origin who appeared at Drangleic Castle claiming to have ventured there from a foreign and. She bore a warning for King Vendrick of a looming threat threat beyond his borders and urged him to take action; after mobilizing the kingdom's army the King took Nashandra's hand in marriage. The circumstances surrounding Nashandra's arrival in Drangleic and her motives for seeking and audience with the King remains shrouded in uncertainty; in Vendrick's absence the truth behind theses events is only known to the queen herself."

  "The queen, Nashandra has a secret, Dark and Ancient. She is the smallest piece of Manus, the Father of Abyss. Long ago after his defeat in the lost land of Oolacile, he split into minuscule fragments. As the fragment recollected, they assumed a human form."

  "She convinced Vendrick to cross the sea and pilfer a mighty prize from the Giants. She brought a Dark-like peace to the Kingdom of Drangleic, but eventually Vendrick realized something was amiss. He fled and refused to take part in Nashandra's plans any longer. But now she has found you, the new Heir to the Throne of Want…"
- **Soul of Nashandra** – "Soul of Nashandra, Queen of Drangleic. ~~Nashandra was born of the Dark with an insatiable lust for strength.~~ *The fragments of the abyss, of untold origin, nourished their beings by the sides of would-be monarchs. Perhaps they were simply ordeals on the road to kinghood. One day, the flames will fade, and only darkness will remain. Unless, of course, an heir arrives.* Use the special soul of this prisoner of desire to acquire numerous souls, or to create something of great worth."
- **Scythe of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The pieces began to coalesce once again, becoming human in shape.~~ *After regaining their shapes, they crawled forth, yearning for strong souls, in search of greater power.*"
- **Chime of want** - "~~Greatly amplifies spells.~~ The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The tiniest of these pieces, precisely due to its size, was the first to restore its form.~~ *After taking their shapes, they courted monarchs of considerable power, which they desired to make their own.*"
- **Bow of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The smallest of the pieces, sensing its own fragility, yearned for what it lacked.~~ *Light and Dark are two sides of the same coin, much like the soul and the curse. The beings who presented themselves to those in search of kinghood were drawn to their awesome strength.*"
- **Giant Lord** - "King of the Giants that invaded Drangleic, this towering monstrosity came to the fight complete with his crown and massive Greatsword. He seeks vengeance for the subjugation of his kingdom and intends to reclaim a precious prize stolen from him by King Vendrick, but what could this "prize" possibly be…? "
- **Giants Club** - "Club of the Giants that besieged Drangleic. Nothing more than a boulder bound to a tree, but a very powerful, if primitive, weapon. ~~A human would require great strength to wield this Giant-sized club.~~ *King Vendrick, in adherence to Queen Nashandra's counsel, led his armies north in an effort to subjugate the Giants, and claim their powerful souls for his own.*"
- **Giant Lord's Soul** - "Soul of the Giant Lord, who once conquered Drangleic. ~~The Giants landed on the northern shores, and set siege to King Vendrick's castle to claim an invaluable prize.~~ *Vendrick crossed the seas, took prisoner the Giants, and brought them back to his castle, clapped in irons. However, after this modest triumph, his countenance could be seen to grow darker with each passing day.* Use the special soul of this Giant to acquire numerous souls, or to create something of great worth."

- **Giant Stone Axe** - "Greataxe forged from the Last Giant's Soul. This weapon resembles a primitive stone tool, but is quite powerful owing to its immense size. ~~The giants were eventually defeated by an unnamed hero, but alas, victory came all too late.~~ *King Vendrick disappeared as of the war with the Giants reached its ferocious peak, leaving his castle Some swear that upon hearing the news, the Queen's face remained as still as her portrait.*"
- **Soul of the Last Giant** - "Soul of the surviving giant, who was bound below the Forest of the Giants. ~~Many seasons had come and gone, and the giant prepared for his final rest. But his soul remained magnificent, testimony to his former strength~~. *The lord of the Giants, who had brought wrack and ruin to the entire kingdom, was said to have been felled by an unknown warrior. His beaten and broken remains were then dragged beneath the stronghold, where he was sealed away.* Use the special soul of the Last Giant to acquire numerous souls, or to create something of great worth."
- **Giants Kinship** - "Each king has his rightful throne. And when he sits upon it, he sees what he chooses to see. Or perhaps, it is the throne, which shows the king only what he wants. *The flames roar, but will soon begin to fade, and only a worthy heir might burnish their light. What is it, truly, a claimant of the throne could desire?*"
- **Soul of a Giant** - "Soul of a Giant who came to conquer Drangleic. Will the Giants' resentment for the King be pacified in death, or only emboldened?"
- **Elite Giant** - "Senior soldiers of the army of Giants which invaded Drangleic long ago. Far larger and more formidable than their subordinates, the only Elite Giants to have survived the war reside in a hidden cavern in Black Gulch. The two obelisk sized stone clubs wielded by an Elite Giant can reduce flesh to paste and bone to powder. This mountain of a foe is beyond all but the mightiest of warriors… or the most bottomless of ammunition stockpiles."
- **Giant** - "A member of the race of Giants first conquered by King Vendrick and later responsible for a vengeful counter-invasion of Drangleic. Giant soldiers specialize in several different types of combat and can be differentiated by their appearance."
- **Throne Watcher Soul** -"The throne of the King is sacred, and must be observed closely at all times ."
- **Throne Defender Soul** - "The throne of the King is sacred, and requires an appropriate guardian."
- **Throne Watcher/Defender Greatsword** - "The Watcher/Defender has stood by the throne for ages. Will his wait be worth the while?"
- **Looking Glass Knight** - "King Vendrick's lieutenant, charged with testing the prowess of those who seek to serve in Drangleic's order of royal knights. Ever dedicated to his duty, he continues to await challengers at the end of the King's Passage long after Vendrick's disappearance and the kingdom's subsequent collapse. Those who fail the test are remorselessly slaughtered by this enigmatic knight whose face lies hidden behind a cold metal mask"
- **Looking Glass Armor - "**Armor worn by the Looking Glass Knight. Made of metal, but has high lightning defense. Those who wish to serve the king as loyal warriors must take the King's Passage and face the Looking Glass Knight. Those who fail the test are sacrificed by the merciless spectacular monstrosity."
- **Looking Glass Knight Soul** - "Soul of the Looking Glass Knight, who challenges visitors to the lordless castle. Long ago, the King's Passage was a route taken by the bravest warriors to prove themselves, but now it only prevents one from pursuing the runaway king."
- **Throned Great Sword** - "Fearing something wicked, the King fled the castle and never returned. But his warrior, forever true to his command, stands ready to expunge those who would challenge him."
- **King's Mirror** - "The Looking Glass at the castle is said to have been passage to another world."
- **Looking Glass Phantom** - "Reflections residing in the dimension within the King's Mirror. They can cross over to the world of the living through the looking glass, but for what purpose? Do they seek to replace those who originally cast them?"
- **Velstadt** - "A trusted knight who faithfully served King Vendrick in life, Velstadt followed his lord when he set out for the Undead Crypt and remained there to continue serving him in death. Velstadt and a contingent of Royal Guards stand watch over Vendrick's chamber to this very day, inexplicably slaughtering any who enter in search of the King"
- **Soul of Velstadt** - "Defender of the King inside the Undead Crypt. Velstadt was always at the King's side, as if he were his lord's own shadow. After the King retired to the Undead Crypt, Velstadt followed, never to return. Use the special soul of this knight to acquire numerous souls, or to create something of great worth."
- **Sacred Chime Hammer** - "Great hammer of the Royal Aegis. The power of the hammer's blessing has not faded completely, despite being exposed to the dark of the Undead Crypt. Unleash its latent power with a strong attack. Sir Velstadt, known as the Royal Aegis, gave himself to the King both in life and death."
- **Stone Knight** - "Knights in the service of sir Velstadt, the Royal Aegis. When Velstadt left with Vendrick through the King's Passage the men under his command dutifully remained at their posts, awaiting his return for so long that they eventually turned to stone."
- **Stone Soldier** - "Originally human soldiers under the command of Sir Velstadt and tasked with the defense of Drangleic Castle. When Velstadt departed the castle with King Vendrick his soldiers loyally remained at their posts, but their commander never returned and eventually so much time passed that the soldiers turned to stone."
- **Stone Soldier Spear/Parma** - "Spear/Parma of the castle stone soldiers. Sir Velstadt could always be found at the King's side, and followed him upon his exit. The knights in his service waited patiently for his return, until they turned to stone."
- **Rebel's Greatshield** - "Shield of the rebel Raime. Raime and Velstadt were known as the left- and right-arms of the King, until their wills clashed, and Raime was deemed a traitor. The black raven is despised as an augur of death, but it was Raime's favorite bird."

- **Baneful Bird Ring -** "Ring of Raime the traitor. Reduces stamina loss when blocking with shield. Raime was an agile swordsman who served King Vendrick, but after resigning from his post, he reconsidered his way of life and was born again as a stalwart warrior."
- **Dragonrider Soul** - "Soul of a Dragonrider, who faithfully served King Vendrick. Long ago, the Dragonriders mounted wyrms, and were feared on the battlefield for their unparalleled strength."
- **Dragonrider Armor -** "Armor worn by the Dragonriders, King Vendrick's royal guard. According to legend, the Dragonriders straddled not horses, but wyrms. Aspiring Dragonriders who had not the mettle to handle their training were torn apart by the wyrms, and those who survived emerged with deific strength."
- **Dragonrider Bow -** "Bow wielded by Dragonriders, King Vendrick's royal guard. Merely drawing this bow requires inhuman strength, but each shot has deadly potential. Demands great skill of its wielder, and thus Served to test the worthiness of those who aspired to join the Dragonriders."
- **Dragonrider Greatshield** - "Greatshield of the Dragonriders, King Vendrick's royal guard. The rank of Dragonrider was reserved for honorable warriors who helped found Drangleic. Together with the king, they crushed its former inhabitants and erected a magnificent kingdom upon their graves."
- **Royal Guard -** "High-ranking Drangleic knights whose weapons and armor are modeled after those borne by Sir Syan, one of King Vendrick's bravest military leaders. Sir Syan met a dishonorable end on the battlefield during the war with the Giants;' shortly thereafter all of the knights who had been issued replicas of his armor went insane after putting them on."
- **Syan's Armor -** "Replica of the armor of the loyal knight Syan. This solidly-crafted gear offers high defense. Sir Syan was widely known as the Kingdom's most loyal knight, and when the Giants invaded, he volunteered to lead the advance party, but he was slaughtered most dishonorably. The King commissioned replicas of Syan's acouterments and bestowed them on promising knights, but not long after they donned the armor did most go thoroughly mad."
- **Greatshield of Glory** - "Greatshield of the King's loyal knight Syan. The King commissioned this greatshield specifically for his loyal knight, but Syan met his demise before it's completion."
- **Royal Swordsmen** - "The Royal Swordsman were chosen from the bravest of King Vendrick's men, and provided them with the best armor available for the war against the Giants. However, very few survived the battles. While they may be no match for Giants, they still pose a threat when they attack you in numbers."
- **Royal Swordsman Armor** - "Armor of a royal swordsman. Its shape provides defense while allowing great mobility. Stripped of ornamentation, this armor is designed strictly for battle. King Vendrick supplied his bravest men with the best armor available to face the great giants, but very few returned alive."
- **Royal Greatsword** - "Greatsword of the royal swordsmen. Its undulating blade draws blood from its foes. Despite the magnificence of this weapon, it was terribly inadequate in the war against the mighty Giants."
- **Captain Drummond** - "Captain of the Drangleic army battalion stationed at the fort during the invasion by the Giants. He is a noble, honorable, and highly competent commander whose family has protected the kingdom from the Giant scourge for generations. Captain Drummond and his men stood bravely against grim odds and very few of them survived; it is said that with the help of an unnamed hero they where finally able to defeat the King of the Giants and bring an end to the war."
- **Drangleic Helm** - "A traditional Drangleic helmet Belonged to Captain Drummond. In his day, King Vendrick was fair and just, and expected the same of his liegemen. This helm was proof of King Vendrick's trust, an honor, until his transfiguration."
- **Drangleic Armor** - "Traditional Drangleic armor. Belonged to Captain Drummond. Drummond's ancestors have served Drangleic for generations, principally as defenders of the great fort, but Captain Drummond is the last in this proud line."
- **Drangleic Sword/Shield** - "An heirloom passed from grandfather to father, and then from father to son. Drummond, and those before him, held this shield when facing those who would threaten their great land."
- **Soldier Key** - "Key to the soldier's door in the Forest of Fallen Giants. A fort was erected in the forest to face the Giants, but now the soldiers are lost and Hollowed. They are enfeebled, but not without honor, and continue to steadfastly defend their country."
- **Royal Soldier** - "A living and healthy albeit battle-scarred and exhausted soldier of the Drangleic Army. Under the command of Captain Drummond, they defended the fort against the invading Giants. Many of those who died during the battle rose again as Hollows and have continued to watch over the fort to this very day"
- **Royal Soldier Armor** - "Royal Drangleic soldier armor. Equipment crafted by the royal blacksmith. Finely polished and ready for battle."
- **Hollow Royal Soldier** - "Now Hollowed, these were once Royal Soldiers of the Drangleic Kingdom. Their equipment was constructed by the royal blacksmith from high quality materials, but now it is falling apart. They continue defend the kingdom loyally."
- **Hollow Soldier Armor** - "Armor worn by Hollowed royal soldiers. Appears to be crafted with quality materials, but is highly degraded and close to falling apart. Wearing this will be of little use."
- **Hollow Soldier Shield** - "Shield of hollowed royal soldiers. The thing is in tatters, and only serves as a shield in a most minimal respect. The accouterments of royal soldiers feature a depiction of a brave knight from an old parable."
- **Hollow Infantry** - "These common Infantrymen were soldiers for the kingdom of Drangleic prior to being overcome by the Curse of the Undead. Unlike Royal Soldiers and elite troops, the equipment issued to the Infantry is invariably basic and inexpensive. Now Hollow, they continue to defend their homeland from perceived threats despite their enfeebled condition."

- **Foot Soldier Sword** - "Inexpensive straight sword. Standard issue for Drangleic foot soldiers. No masterpiece, this weapon won't be used to fend off any truly threatening foe."
- **Foot Soldier Shield** - "A small shield used by Drangleic foot soldiers. A clearly makeshift shield that does not offer significant defense. The only advantage of this shield is that it makes parrying easier."
- **Infantry Axe** - "An axe wielded by Drangleic infantry. A makeshift, crude weapon that deals an underwhelming amount of damage."
- **Old Ironclad Soldier** - "Originally, Ironclad Soldiers were minions created by the Old Iron King with an enchantment of souls. The enchantment is long gone and the iron husk that remains is quite decrepit. The soldiers who don this armor now never speak, and no one has seen their faces. Could it be that King Vendrick of Drangleic revived these ancient creations, or perhaps he produced war golems of his own?"
- **Old Ironclad Armor** - "Old armor worn by Ironclad Soldiers. Provides high defense, but extremely heavy. One day, warriors wearing decrepit armor emerged from Drangleic castle, and quietly assumed positions amongst the royal army. Not one of them ever spoke a word, or revealed the face under the mask "
- **Ironclad Armor** - "Armor worn by Ironclad Soldiers. Provides high defense, but is so heavy that it requires great strength to move. The Ironclad Soldiers were minions created by the Old Iron King, their life granted by an enchantment of souls. By now this is again an iron husk, and fit to wear."
- **Chancellor Wellager** - "The ghost of the former Chancellor of Drangleic, one of King Vendrick's most trusted confidants. Wellager was an honorable man and a loyal servant of his Kingdom, but appears to have fallen victim to the widespread chaos left in the wake of his lord's disappearance and is not even aware of his own death. The sad state in which he is first encountered raises suspicions of foul play and leaves more questions about the plight of Drangleic than answers; yet even in death the Chancellor is cordial and hospitable towards his guests and will endeavor to make you feel welcome as he castle."
- **Royal Dirk** - "A dagger fashioned from rare geisteel, boasting an unusually long blade. Geisteel was a precious alloy created in the eastern land of Mirrah, its composition long kept secret from foreign lands. That is, until Chancellor Wellager was ordered by King Vendrick to grant the gifted blacksmith Llewellyn a lifetime contract, whatever the cost, in order to introduce the rare alloy to Drangleic."
- **Espada Ropera** - "Thrusting sword of Chancellor Wellager. Forged with rare geisteel. A masterpiece of the great blacksmith Llewelyn that he brought along as a gift when he left Mirrah for Drangleic."
- **Llewellyn Armor** - "Armor reinforced with rare geisteel. Belonged to Chancellor Wellager. Quality equipment that is both light and strong. Crafted by the castle's resident master smith Llewellyn, and supplied only to a select few. His work easily identified by its lack of ostentation, Llewellyn focused solely on an economy of simplicity and strength."
- **Twinblade** - "A twinblade fashioned from rare geisteel. Designed for high-ranking Drangleic knights, hence the decorative design. Geisteel equipment is of the finest make, but geisteel is so rare that very few of these weapons were actually used in combat."
- **Knight Armor** - "Metal armor worn by knights. Standard issue for new Drangleic knights. Knights have long trusted this armor for its excellent functionality."
- **Elite Knight Armor** - "Armor made of bradden steel. Provides sturdy defense, making it an old-time favorite of elite knights. Bradden steel is used widely in Drangleic. This fine alloy is made from ores mined in the southern kingdom."
- **Heide Sword** - "Straight sword originating in Heide. A special alloy makes it very durable. The composition of the alloy of these swords remains a mystery, but in Drangleic the attempt to imitate it resulted in the similar bradden steel."
- **Dragon Ring** - "A dragon signet ring. Grants its bearer the protection of dragons. Increases HP, stamina, and maximum load, but is easily broken. Raulmond, knight of Drangleic, served the King by guarding the fort until his own demise, and was said to have cherished this ring throughout his life of service."
- **Royal Soldier's Ring** - "A ring bearing a soldier's seal. Increases the load that can be carried. These rings were granted to warriors who distinguished themselves in the service of King Vendrick. The king favored simple warriors who staked their every battle on strength alone."
- **Mastodon Knights** - "One of the original Primal Knights, this ragged creature went Hollow long ago and now wanders mindlessly with its equipment in tatters from long years of neglect. First created through a dark and forbidden ritual in ages past, the Primal Knights are artificial creatures contrived by a twisted and power-hungry mind. Their susceptibility to the Undead Curse, a trait they share with humans, raises foreboding questions about the rituals through which they were given life…"

  "A healthy, living Primal Knight. These peculiar but unquestionably might creatures were recreated by King Vendrick through a long-lost forbidden ritual most likely rediscovered by Lord Aldia; they have been used as guards at Drangleic Castle ever since their revival. The existence of Undead Primal Knights suggests that they are susceptible to the Curse and leads one to wonder if these monstrous beasts were themselves once human…"
- **Mastodon Armor** - "Armor worn by the Primal Knights of Drangleic Castle. Their weight would normally crush a man, but the Primal Knights wear them as if they were silk, so fearsome is their brute strength. The King restored a forbidden, long-lost art to create these inhuman abominations."
- **Mastodon Greatshield** - "Shield of the Primal Knights that defend Drangleic castle. Very heavy, and has the power of lightning. The brutish and mighty Primal Knights wield this shield as if it were made of paper, but to the ordinary warrior it is a chore to even hold up, owing to its great weight. Whatever was created by Lord Aldia was lost with his disappearance but the King attempted to revive these things, even if only fragments remained."

- **Mastodon Halberd** - "Halberd of the Primal Knights that defend Drangleic castle. The brutish and mighty Primal Knights wield this halberd like a feather-light twig, but to the ordinary warrior it is a chore to even hold up, owing to its great weight. Terrible experiments were said to have taken place in a hidden manor in Drangleic. The mastermind presiding over the deeds was thought to be Lord Aldia."
- **Fume Sorcerer Set** - "Robes worn by fume sorcerers. After the Old Iron King sunk into the lava, scores of men were dispatched to this land to tap the replete stores of iron. But they soon lost their nerve when faced with the child of Dark, and all but the most steadfast of them became servants of the black fog."
- **Varangian Armor** - "The coastline stretches far in northern Drangleic. Beyond this northern sea is an unexplored continent, said to be the home of things inhuman."
- **Sea Bow** - "A bow built for sea-faring marine warriors. Has an extended range for hunting down sea monsters from afar. A great sea lies to the north of Drangleic, and beyond that is an unexplored continent that is home to things inhuman."
- **Varangian Sword** - "Straight sword wielded by Varangians and engraved with a skull. A former king launched a campaign to capture these terrors of the high seas, but rather than imprison them, forced them into hard labor at No-man's Wharf. *The king, wracked with fear and suspicion, began to see the progenitor of the curse in anything and everything. During his reign, sorcerers in particular suffered dreadful persecution.*"
- **Warped Sword** - A curved greatsword forged from the soul of the Flexile Sentry. There is something unsettling, and at the same time beautiful, about its long curved blade. ~~Long ago, the dungeons overflowed with the accursed, and the King commanded a contorted sentry to deliver those who had no cells to a faraway land, and to make certain they were never heard from again.~~ *The sentry crammed inmates of the overflowing Bastille onto a rickety ship, and cast them out to the open sea. The majority of them drowned or starved, but a few hardy survivors made land to the south, and imparted their knowledge of sorcery to the people there.*"
- **Shadow Armor** - "Used to hide in the cover of night. Those who are especially adept assassins are often hired as bodyguards. In an attempt to stave off the curse, King Vendrick hired shadowmen to put down the Hollows, but before long they were Hollowed themselves."
- **Mad Warrior Armor** - "Armor from an unknown foreign land. King Vendrick called upon powers from beyond his borders in an attempt to stave off the curse. Perhaps this belonged to one of his guests."
- **Yorgh's Ring** - "Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva. Can deflect spells. When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud." *His ring bears the Drangleic Crest.*
- **Bat Staff** - "Staff used by hollowed Drangleic sorcerers. A catalyst for sorceries and hexes. The bat affixed to its tip is a simple charm. It has no bearing on the staffs powers, but the germs on the cadaver poison foes upon contact in strike attacks."
- **Lizard Staff** - "Staff used by hollowed Drangleic sorcerers. A catalyst for sorceries and hexes. The lizard affixed to its tip is a simple charm and has no bearing to the staff's powers."
- **Priestess Robes** - "Robe worn by Drangleic clerics. The clerics of Drangleic have retained their nominal status throughout the ages, but were always at arms length from the royal family, as if their existence was little more than formality. It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown."
- **Priest's Chime** - "Sacred chime granted to high-ranking clerics. A catalyst for miracles and hexes. Drangleic was the home of many clerics, but King Vendrick held a lukewarm opinion of their powers, and kept them only as attendants to ceremony. In this sense, Drangleic was not the place for a cleric with any ambition."
- **White Hollow Mage Robe** - "Robe worn by Hollowed Drangleic mages. Drangleic mages wore different garb depending on their sex. What function this served, however, is unknown, as with many old practices. This is a men's robe."
- **Flame Salamander** - "These mysterious creatures serve an unknown purpose, but they are locked within the soldiers' fort behind a door older than the Kingdom of Drangleic itself. Their fiery presence seems to alter the environment itself." - T*he door before the Last Giant in FotFG*
- **Iron Key** - "Key to the iron door of the Iron Keep. The Old Iron King's castle sunk into a lake of fire, weighed down by the castle's iron, and the burden of the king's conceit. Over the ages, the iron was stripped from the castle by opportunistic passers-by. *The iron door, too, must be somewhere, far away.*" *Opens the door before the Last Giant in FotFG*
- **Brigand Hood** - "Hood worn by looting brigands. Mountains surround Drangleic on three sides. Most travelers who try to cross them end up hapless prey to the countless brigands lurking there."
- **Imagery:** There are Alonne Knight Captains, an Ironclad Soldier turned to stone, two Old Knights turned to stone infront of the King's Door in Castle Drangleic, two more Old Knights are stone infront of Nashandra's throne room, and one Ruin Golem is turned to stone. The Alonne Knight Captain Armor has a Drangleic crest on the shoulderpad. At the entrance to Brume Tower there are many dead Royal Soldiers around a destroyed Ashen Idol.

Chapter 3 Aldia: The Peculiar Figure

- **When speaking to Shanalotte: The Emerald Herald**

"Are you…the next monarch? Or… Merely a pawn of fate? Bearer of the curse… I will remain by your side. Till this frail hope shatters… Take this with you. May it ease your journey. Go on, and see the King. He who made Drangleic what it once was; he who peered at the essence of the soul. King Vendrick."

"Are you…the next monarch? Or… Merely a pawn of fate? Bearer of the curse… I will remain by your side. Till this frail hope shatters… Take this with you. May it ease your journey. Go on, and see the King. He who made Drangleic what it once was; he who peered at the essence of the soul. King Vendrick."

"Over the hill and past the forest is the King's castle. Where a man peered straight into the essence of the soul. But what ever came of it…"

On the stairs leading to the Throne of Want, need Giants Kinship "My journey is already complete. My name is Shanalotte. The dragon gave me this name, for I was born with none. I was born of dragons, contrived by men. By ones who would cozen fate herself… They are the ones who created me. But they failed. I did not come out as intended. Fate would not be bested, and men were cursed once again. If you proceed, Nashandra will come after you. Knowing that you will take the throne, and link the fire. She covets the First Flame, and the Great Soul. Put Nashandra to rest."

- **When speaking to Shalquoir**

"You'll find a great creature far to the east. A colossal thing, with the strength to match its size. Or something playing the part at least. Open the door, and venture inside, and you'll soon smell even lovelier."

- **When speaking to Nashandra**

"Brave Undead, what did that dragon tell you? That thing is a prop, a false deity. Don't be fooled, my Undead.

- **When speaking to Shanalotte**

"Bearer of the curse. Long have I awaited one such as you, one who might shatter the shackles of fate. One who can set me free. Bearer of the curse, it was my own manifestation that led you here. The ancient dragon has watched over the world for aeons past. Take this. Do not resist. The dragon welcomes you."

- **Ancient Dragon Soul** - "Soul of the great ancient dragon that stands magnificently, deep within the shrine. This powerful being stands and waits, for whoever may visit him. Use the dragon soul, created by those who peered into the essence of the soul, to acquire numerous souls, or to create something of great worth."
- **Aged Feather** - "An aged bird feather. Return to last bonfire rested at. Can be used repeatedly. The child of the dragon, sequestered away from the world, imagined a world of boundless possibilities from the mere sight of a feather."
- **Guardian Dragon** - "A dragon kept in an enormous cage behind Aldia's Keep. It presently acts as the de facto guardian of the path o the Dragon Aerie, but more than likely began as an unwilling participant in the experiments conducted at the manor."
- **Guardian Dragon Soul** - "Soul of a dragon that guards the path to the shrine. Do the dragons watch over the land of their own will, or are they in the grip of one of Aldia's spells? Use the special soul of this dragon to acquire numerous souls, or to create something of great worth."
- **Northern Ritual Band** - "One of the secret treasures restored in Aldia. Increases spell uses. This modest-looking ring contains very powerful magic. To imagine what unspeakable deeds were performed to create such rings, one need only recall the cruel fate of the residents of Aldia."
- **Southern Ritual Band** - "One of the secret treasures restored in Aldia. Raises the number of spells you may attune. This modest-looking ring contains very powerful magic. To imagine what unspeakable deeds were performed to create such rings, one need only recall the cruel fate of the residents of Aldia."
- **Yorgh's Ring** - "Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva. Can deflect spells. When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud." *His ring bears the Drangleic Crest.*
- **Aldia Key** - "Key used in the mansion of Aldia. King Vendrick condemned his own elder brother to the mansion. They both sought the truth, but through different means, and their fervor meant the eventual withering of their familial ties."
- **Dragon Sage Hood** - "Hood worn by the Archmaster of Aldia. Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own. The nebulous face of the mask is designed to deflect the ire of the ritual sacrifice."
- **Dragon Acolyte** - "Acolytes of Aldia responsible for the rituals and experiments performed behind the closed doors of the Manor. Some of Drangleic's greatest minds gathered in Aldia to conduct highly secret research, but it is rumored that an unknown force may have been manipulating them throughout the process; the hideous abominations produced by their efforts would seem to corroborate this theory, but the precise goal of their research remains unknown..."
- **Dragon Acolyte Mask** - "Mask worn by acolytes of Aldia. Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own. The nebulous face of the mask is designed to deflect the ire of the ritual sacrifice"
- **Dragon Acolyte Robe** - "Robes worn by acolytes of Aldia. Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own. This white robe is designed to bear the brunt of the ritual sacrifice's gushing blood."
- **Dragon Acolyte Boots** - "Boots worn by acolytes of Aldia. Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own. These practical boots are designed to prevent the acolyte from slipping on the blood of the sacrifice."
- **Warlock Mask** - "Strange mask worn by Aldia warlocks Grants dark defense, and increased soul acquisition. Warlocks in Aldia gave rise to wicked things, and even cast forbidden rituals upon themselves. No one knows if they were born mad, or if their own misdeeds drove them over the edge. Effect: Increases number of Souls acquired"

- **Bone Shield** - "Shield used by Aldian acolytes. Crafted from the skull of some creature that outlived its usefulness for experimentation. The peculiar figure known as Lord Aldia kept Giants in his manor, and attempted to recreate a dragon, but after some time, was not heard from again."
- **Cursed Bone Shield** - "Small shield used by Aldian warlocks. Reinforced by a covert ritual that granted the shield the power of flame. Can deflect spells by parrying. The peculiar figure known as Lord Aldia kept Giants in his manor, and attempted to recreate a dragon, but after some time, was not heard from again."
- **Aldia Hammer** - "They say that Lord Aldia was the King's elder brother and helped found Drangleic, but he later lost interest in the land's fortunes."
- **King's Mirror** - "The Looking Glass at the castle is said to have been passage to another world." *There are several King's Mirrors in Aldia's Keep*
- **Looking Glass Phantom** - "Reflections residing in the dimension within the King's Mirror. They can cross over to the world of the living through the looking glass, but for what purpose? Do they seek to replace those who originally cast them?"
- **Mastodon Knights** - "One of the original Primal Knights, this ragged creature went Hollow long ago and now wanders mindlessly with its equipment in tatters from long years of neglect. First created through a dark and forbidden ritual in ages past, the Primal Knights are artificial creatures contrived by a twisted and power-hungry mind. Their susceptibility to the Undead Curse, a trait they share with humans, raises foreboding questions about the rituals through which they were given life…"

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- **Mastodon Armor** - "Armor worn by the Primal Knights of Drangleic Castle. Their weight would normally crush a man, but the Primal Knights wear them as if they were silk, so fearsome is their brute strength. The King restored a forbidden, long-lost art to create these inhuman abominations."
- **Mastodon Greatshield** - "Shield of the Primal Knights that defend Drangleic castle. Very heavy, and has the power of lightning. The brutish and mighty Primal Knights wield this shield as if it were made of paper, but to the ordinary warrior it is a chore to even hold up, owing to its great weight. Whatever was created by Lord Aldia was lost with his disappearance but the King attempted to revive these things, even if only fragments remained."
- **Mastodon Halberd** - "Halberd of the Primal Knights that defend Drangleic castle. The brutish and mighty Primal Knights wield this halberd like a feather-light twig, but to the ordinary warrior it is a chore to even hold up, owing to its great weight. Terrible experiments were said to have taken place in a hidden manor in Drangleic. The mastermind presiding over the deeds was thought to be Lord Aldia."
- **Unleash Magic** - "Boosts magic within the body beyond even your own limits, but at great cost to HP. The terrible deeds carried out in Aldia led to the unintentional birth of several shadowy things, all of them eerily malformed."
- **Forbidden Sun** - "Pyromancy developed in Aldian rites. Fires a giant fireball with a widely encompassing explosion. What could possibly justify such excessive destructive power? In all likelihood, the madmen of Aldia never even questioned the need."
- **Soul Geyser** - "A secret art unleashes a gush of souls. The homing soul mass pierces its target, then hits repeatedly for additional damage. This blasphemous spell is a family heirloom of Lord Aldia's. It was designed to pummel foes until it's power is entirely exhausted."
- **Unleash Magic** - "Boosts magic within the body beyond even your own limits, but at great cost to HP. The terrible deeds carried out in Aldia led to the unintentional birth of several shadowy things, all of them eerily malformed."
- **Sunset Staff** - "A staff said to have been forged in Aldia. A catalyst for sorceries and hexes. Particularly powerful for casting hexes. The mysterious Lord Aldia secluded himself inside a manor to conduct various experiments. Those invited to the manor disappeared, replaced over time with malformed beasts that roamed its halls."
- **Corrosive Ant Queen** - "A queen of the species of giant corrosive ants native to Jugo. Only one exists in Drangleic; its presence in The Gutter seems to suggest that it began its life in the laboratory of Lord Aldia's mansion and eventually outlived its usefulness."
- **Hunting Dog** - "A mutated canine born from the experiments conducted by Lord Aldia. Hunting Dogs are not a naturally-occurring species and are therefore only found in areas to which they were introduced by the Dragon Acolytes. A number of them were dumped into The Gutter over the course of Lord Aldia's research and continue to prowl its depths in search of anything that might serve as a meal."
- **Undead Citizen (Brown/Black Core)** - "These Undead Citizens have been gathered up and exiled to the distant prison. For many their only crime was showing signs of the "Curse." But before you decry this injustice, face them in battle and see what horrors they are capable of…" *found in the lost Bastille*
- **Undead Citizen (Red Core)** - "Former citizens of Drangleic who were the victims of Lord Aldia's experiments. Their bodies are horribly disfigured as a result of the unspeakable procedures to which they were subjected, their life forces now sustained by unstable and highly-volatile Souls." *found in the Pit*
- **Undead Citizen (Yellow Core)** - "An unfortunate victim of the experiments conducted in Aldia. Sustained by yet another variation of the sources of artificial life developed by the Dragon Acolytes." *found in Dragon Aerie*

- **Enhanced Undead** - "This deformed, unnatural creature must surely be the product of some serious misdeeds. Who created this monstrosity, and is it what they intended to make? It almost seems to be half-dragon, but, whatever it is, it has a mind of a Hollow."
- **Giant Acid Horn Beetle** - "A vastly overgrown Acid Horn Beetle. Whether these impressive specimens are the result of some misguided Aldian experiment or an unusually long life is unknown; they are extremely rare and only a few exist in Drangleic."
- **Mirror Squire** - "Reflections residing in the dimension within the King's Mirror. They can cross over to the world of the living through the looking glass, but for what purpose? Do they seek to replace those who originally cast them?"
- **Spitfire Spear** - "A spear said to have been forged in Aldia. Contains the power of a great flame, which is unleashed in a strong attack. The mysterious Lord Aldia secluded himself inside a manor to conduct various experiments, Those invited to the manor disappeared, replaced over time with malformed beasts that roamed its halls."
- **Malformed Claws** - "One of the malformed weapons developed in Aldia. Appears to be a crustacean pincer, but its precise origins are unclear. Use strong attack to inflict damage even upon foes with raised shields. The peculiar figure known as Lord Aldia attempted to uncover the secrets of life itself, and viewed the Undead as a key to this mystery. Effect: shield piercing (strong attack)"
- **Malformed Shell** - "One of the malformed weapons developed in Aldia. Swung like a great hammer. Appears to be a fragment of a giant shell, but its precise origins are unknown. The peculiar figure known as Lord Aldia attempted to uncover the secrets of life itself, and viewed the Undead as a key to this mystery."
- **Malformed Skull** - "The skull of some unidentified creature. Swung as a great hammer to use as a weapon. Possibly the skull of a dragon. A good choice, likely too rare to be swung about willy-nilly."
- **Homunculus Wooden Shield** - "A shield with lumps attached to it. Found in the manor in Aldia. Heavier than a standard shield, but more stable owing to the hard lumps. In the far eastern outskirts of Drangleic lies an old manor that is now long forgotten. As it should be, for the things that lurk there are better left unknown."
- **Homunculus Mace** - "A pole with lumps attached to it. Found in the manor in Aldia. Heavier than a standard mace, but with more effective striking owing to its hard lumps. In the far eastern outskirts of Drangleic lies an old manor that is now long forgotten. As it should be, for the things that lurk there are better left unknown."
- **Imagery in Aldia's Keep**: There is a giant dragon(ancient dragon?) skeleton in the entrance. We see lots of caged "specimens" in the keep, as well as several giant's copses.

Lore information for the theories:

- **Yorgh's Ring** - "Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva. Can deflect spells. When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud." *His ring bears the Drangleic Crest.*
- **Drakeblood Armor** - "Armor of the Black Drakeblood Knights, who came from a land long forgotten. The Drakeblood Knights, who worshiped the blood of dragons, were led by Sir Yorgh in a siege of the Eternal Sanctum, but sunk into the Sanctum when the sleeping dragon awoke. The red cloth wrapped around their black armor represents the sacred blood of dragons."
- **Drakeblood Greatsword** - "Greatsword wielded by the Drakeblood Knights, led by the honorable Sir Yorgh. The insignia chiseled upon its hilt symbolizes dragon's blood. To the Drakeblood Knights, fresh dragon blood was sacrosanct. They believed that by obtaining it, they could achieve a true understanding of life, transcending their own banal existence."

SotFS Only Items and Aldia's Dialogue

When speaking to Aldia, Scholar of the first sin

"No one has come this far, not for a very long while. Young Hollow do you wish to shed this curse? Then accept the fate of your ilk, and face the trials that await you. Unless, you have already joined the crestfallen. Young Hollow, there are but two paths. Inherit the order of this world, or destroy it. But only a true monarch can make such a choice. Very few, indeed, have come even this far. And yet, your journey is far from over. Half-grown Hollow, have you what it takes, truly? Young Hollow, seek after Vendrick. He who almost became a true monarch. Vendrick is certain to guide your way. Fledgeling Hollow, may we meet again."

"Heheh, I believe we've been acquainted. Young hollow conquer of fear. What drives you so, to overcome this supposed curse? Life s brilliant. Beautiful. It enchants us, to the point of obsession. Some are true to their purpose though they are but shells, flesh and mind. One man lost his own body but lingered on as a head. Others chase the charms of love, however elusive. What is it that drives you? Once the Lord of Light banished Dark, and all that stemmed from humanity. And men assumed a fleeting from. Theses are the roots of our world. Men are props on the stage of life and no matter how tender, how exquisite... A lie will remain a lie! Young hollow knowing this do you still desire peace? Vendrick the near-true monarch, is here, and not far off. But what is a king? You neither born with greatness, nor granted it by the fates. What is it that you seek? You cannot even say yourself. We shall meet again young hollow."

"Young Hollow. How you grapple, without falter, with this dreadfully twisted world. Peace grants men the illusion of life. Shacked by falsehoods they yearn for love unaware of its grand illusion. Until the curse touches their flesh. We are bound by this yoke. As true as the dark that churns within men. All men trust fully the illusion of life. But is this so wrong? A construction, a facade, and yet... A world full of warmth and resplendence. Young hollow, are you intent on shattering the yoke, spoiling this wonderful falsehood?

"I am Aldia, I sought to shed the yoke of fate, but failed. Now, I only await an answer. Seek the throne. Seek light, Dark and what lies beyond..."

“Many monarchs have come and gone. One drowned in poison, another succumbed to the flame. Still another slumbers in a realm of ice. Not one of them stood here, as you d now. You conqueror of adversities. Give us your answer.”

“There is no path. Beyond the scope of light, beyond the reach of Dark... What could possibly await us? And yet, we seek it, insatiably... Such is our fate.”

- **Armor of the Forlorn** - “Armor of the Forlorn, who wander the land of the Undead. Born of Aldia's obsession with the First sin, the Forlorn lost both their corporeal form and a world to call their own. Now they drift into other worlds, ever in search of a home. But without self, one has neither beginning nor end, and so the Forlorn have only to wander.”
- **Greatsword of the Forlorn** - “Scythe of the Forlorn, who wander the land of the Undead. The King's elder brother Aldia sought to overcome the curse throughout means unalike his sibling's. The Forlorn were born of Aldia's sinful infatuation."

Chapter 4 Velstadt: The Royal Aegis

- **When speaking to Agdayne**

"Did you come for him? The one called Vendrick. You will find him deeper inside. Many castle servants and the like have come to fetch their lord. But they rest here now, put to death by the King's own guards. Perhaps he's not in the mood for company."

- **Velstadt** - "A trusted knight who faithfully served King Vendrick in life, Velstadt followed his lord when he set out for the Undead Crypt and remained there to continue serving him in death. Velstadt and a contingent of Royal Guards stand watch over Vendrick's chamber to this very day, inexplicably slaughtering any who enter in search of the King"
- **Soul of Velstadt** - "Defender of the King inside the Undead Crypt. Velstadt was always at the King's side, as if he were his lord's own shadow. After the King retired to the Undead Crypt, Velstadt followed, never to return. Use the special soul of this knight to acquire numerous souls, or to create something of great worth."
- **Sacred Oath** - "An ancient miracle said to have been devised by warriors who once served the God of Sun. Provides a temporary boost to the attack and defense of its caster and all nearby allies." *Created from the Soul of Velstadt*
- **Velstadt's Armor** - "Originally imbued with the power of miracles, now soaked with dark after extended exposure in the Undead Crypt. A knight from a faraway land was lured to this accursed land, but forgot even why he came, eventually reduced to a shadow of his former self."
- **Sacred Chime Hammer** - "Great hammer of the Royal Aegis. The power of the hammer's blessing has not faded completely, despite being exposed to the dark of the Undead Crypt. Unleash its latent power with a strong attack. Sir Velstadt, known as the Royal Aegis, gave himself to the King both in life and death."
- **Rebel's Greatshield** - "Shield of the rebel Raime. Raime and Velstadt were known as the left- and right-arms of the King, until their wills clashed, and Raime was deemed a traitor. The black raven is despised as an augur of death, but it was Raime's favorite bird."
- **Raime's Armor** - "Armor worn by the fume knight. The rebel Raime, after his defeat at the hands of Velstadt, came to Brume Tower in search of greater strength. When he found it, it came not from a regal father figure like before, but from a newfound mother, who gave him true purpose."
- **Royal Soldiers Ring** - "A ring bearing a soldier's seal. Increases the load that can be carried. These rings were granted to warriors who distinguished themselves in the service of King Vendrick. The king favored simple warriors who staked their every battle on strength alone."*NG+ Velstadt Drop*
- **Stone Knight** - “Knights in the service of sir Velstadt, the Royal Aegis. When Velstadt left with Vendrick through the King's Passage the men under his command dutifully remained at their posts, awaiting his return for so long that they eventually turned to stone.”
- **Stone Soldier** - “Originally human soldiers under the command of Sir Velstadt and tasked with the defense of Drangleic Castle. When Velstadt departed the castle with King Vendrick his soldiers loyally remained at their posts, but their commander never returned and eventually so much time passed that the soldiers turned to stone.”
- **Stone Soldier Spear/Parma** - “Spear/Parma of the castle stone soldiers. Sir Velstadt could always be found at the King's side, and followed him upon his exit. The knights in his service waited patiently for his return, until they turned to stone.”
- **Related Imagery to Shulva** – In the Entrance to Shulva Sanctum City, there are statues with busts that wear a helmet similar to the Triangular shape of Velstadt's Helmet. Elana the Squalid Queen also summons a Velstadt clone.
- **Sunlight Medal (DKS1)** - “This faintly warm medal engraved with the symbol of the Sun, is the ultimate honor, awarded to those who summon the Warrior of Sunlight and complete a goal. The symbol represents Lord Gwyn's firstborn, who lost his deity status and was expunged from the annals. But the old God of War still watches closely over his warriors."

Chapter 5 Raime: The Rebel

- **Rebel's Greatshield** - "Shield of the rebel Raime. Raime and Velstadt were known as the left- and right-arms of the King, until their wills clashed, and Raime was deemed a traitor. The black raven is despised as an augur of death, but it was Raime's favorite bird."
- **Baneful Bird Ring** - "Ring of Raime the traitor. Reduces stamina loss when blocking with shield. Raime was an agile swordsman who served King Vendrick, but after resigning from his post, he reconsidered his way of life and was born again as a stalwart warrior."

- **Soul of the Fume Knight** - "Soul of the fume knight that guards the dungeon of Brume Tower. Raime was a distinguished knight who became infatuated with the Bride of Ash, and settled in this land of smoke and fog. The wondrous soul of this knight can be used to acquire numerous souls, or to create something of great worth."
- **Raime's Armor** - "Armor worn by the fume knight. The rebel Raime, after his defeat at the hands of Velstadt, came to Brume Tower in search of greater strength. When he found it, it came not from a regal father figure like before, but from a newfound mother, who gave him true purpose."
- **Fume Ultra Greatsword** - "Ultra greatsword forged from the soul of the fume knight, and imbued with the Dark of Nadalia. The exile swordsman Raime had the ability to expunge the black fog, but chose instead to live alongside it, in the company of the child of Dark that haunts his sword."
- **Fume Sword** - "Straight sword forged from the soul of the fume knight, and imbued with the Dark of Nadalia. The exile swordsman Raime had the ability to expunge the black fog, but chose instead to live alongside it, in the company of the child of Dark that haunts his sword."

Chapter 6 The Old Iron King:

- **When speaking to Sweet Shalquoir**

"Why do people try so hard to be beautiful? We cats are born beautiful, of course. Hee hee… The human ego…How many ugly iron castles has it erected? And they don't even see the folly of their ways. But that's what makes watching humankind so delightful. It reminds me of someone who lived long ago. A vainglorious liar who ended up hurling himself into the flames. Now he's Ichorous Earth, if I'm not mistaken."

- **When speaking to Magerold**

"There's good iron in these parts. An old king even used it to build a castle. But the thing was too heavy, and it slowly sank into the ground. Fires spouted from the earth, and…and the place turned into this. At least, that's what I'm told. Not a bad story, eh? So, what'll it be? Anything for you today?"

- **When speaking to Gilligan**

"That creature, she was human, once, you know… …Hmm, In fact, she was wed to the Prince of that nearby castle… …But her husband, hmm, he had feelings for another… …The Princess was desperate, and sought eternal beauty… …Hoping that it would restore the Prince's, ah, affection, ha you see what I mean…"

"Before long, the Princess' ire transformed her into a monster… …Now listen here. When do you think this all happened? …Long ago, when this very land was called something else… …We say Drangleic now, but… …Countless kingdoms have risen and fallen on this very spot… …And this won't be the last…oh no…"

"That damned hag just can't let her old flame go… …She's going to get us all burned…"

- **Old Iron King Soul** - "Soul of the Old Iron King, who succumbed to the flames that swallowed his castle. The Iron King's flesh was charred, and his soul possessed by the things that lurk below. Use the special soul of the Old King to acquire numerous souls, or to create something of great worth"
- **Crown of the Old Iron King** - "Crown of the Old Iron King who once ruled this land. The King sunk below the scorching iron, met the one whose name must never be repeated, and became Ichorous Earth. But these were events of long ago, and today, no one even remembers the King's name."
- **Old King Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth."
- **Iron King Hammer** - "Great hammer forged from the soul of the Old Iron King. The tip is formed of molten rock. The corpse of the Old Iron King became the vessel that bred Ichorous Earth. The heavy rock tip is formed of cooled magma, with a still-smoldering core. Strong attack releases its inner power."
- **Smelter Demon Soul** - "Soul of the Smelter Demon, that haunts the castle that sunk into a pool of iron. The Old Iron King's life was taken by a mass of iron that had been given a soul. Was this metal goliath here from the beginning, or as it a product of the king's conceit?"
- **Smelter Demon Armor** - "Armor of the Smelter Demon, a great mass of iron that was given life. High fire defense. The Old Iron King was possessed of a great bounty of ore, but was incinerated by a creature that rose from the infernal depths of the earth."
- **Smelter Sword** - "An ultra greatsword forged from the soul of the Smelter Demon. Its blade bears the strength of terrible flames, a latent power unleashed by a strong attack. The earth spouted fire, and a beast arose from the flames. The short-sighted king was incinerated by the creature in one swing, and his castle devoured in a sea of flames."
- **Aged Smelter Sword** - "Ultra greatsword crafted from the soul of the Smelter Demon. Its blade is imbued with a great flame. Use strong attack to unleash its latent power. When the old iron king acquired the power to grant life to heaps of iron, he molded a great array of metallic automatons. The iron monstrosity itself was perhaps one of the king's puppets."
- **Simpleton's Ring** - "Ring depicting a simpleton's flower Wearer becomes invisible while rolling, This ring was worn by the soldiers of the Old Iron King, said to be blessed with divine protection. This ring only does one thing, but with ingenuity it can be fearsomely effective."
- **Strength Ring** - "An oddly deformed iron ring. Increases the strength of its wearer. The Old Iron King ruled over a great age of iron. The King's power allowed him to mold iron freely, as if he held sway over the forces of life and creation."
- **Dexterity Ring** - "An oddly deformed iron ring. Increases the dexterity of its wearer. The Old Iron King ruled over a great

age of iron. The King's power allowed him to mold iron freely, as if he held sway over the forces of life and creation."

- **Scorching Iron Scepter** - "A scorching-hot iron scepter. Used to activate contraptions by transferring heat to Brume Tower. When the Old Iron King wrested this dilapidated region from kingdom of Venn, the act required all the resources the enfeebled lord could muster. But with the discovery of this iron-producing miracle, he was reborn as a powerful leader."
- **Heavy Iron Key** - "A piece of iron shaped like a key. Past the altar deep within the Iron Keep and through a door is the tower that the Old Iron King used to produce iron. The unearthly weight of this chunk of iron is a reminder of the Iron King's own immeasurable strength."
- **Iron Key** - "Key to the iron door of the Iron Keep. The Old Iron King's castle sunk into a lake of fire, weighed down by the castle's iron, and the burden of the king's conceit. Over the ages, the iron was stripped from the castle by opportunistic passers-by. *The iron door, too, must be somewhere, far away.*"
- **Undead Lockaway Key** - "Key to the prison in the Huntsman's Copse. The Undead hunts during the reign of the Iron King took place in this forest, and the cells in which the Undead were held still stand there to this day. However, the march of time has eroded any difference between the captors and the captives."
- **Iron Key** - "Key to the iron door of the Iron Keep. The Old Iron King's castle sunk into a lake of fire, weighed down by the castle's iron, and the burden of the king's conceit. Over the ages, the iron was stripped from the castle by opportunistic passers-by." *Opens the door before the Last Giant in FotFG*
- **Minotaur Helm** - "An ornamental helm commissioned by the Old Iron King. An awkwardly repurposed iron ornament, and a such, remains a stuffy, heavy thing. Wearing it gives one the sensation of being smothered in iron."
- **Soul of Nadalia Bride of Ash Fragment** - "Soul of Nadalia, Bride of Ash, who renounced her flesh and wandered Brume Tower. When Nadalia came to this land, the king she sought was no longer there. Dispirited, she forsook her own soul and clung to the heirlooms of the old king. This is only a fragment of a soul, and cannot be used in this state."
- **Fume Sorcerer Set** - "Robes worn by fume sorcerers. After the Old Iron King sunk into the lava, scores of men were dispatched to this land to tap the replete stores of iron. But they soon lost their nerve when faced with the child of Dark, and all but the most steadfast of them became servants of the black fog."
- **Dance of Fire** - "Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Cast flame in a sweeping motion across a targeted area. The fire seems to dance, and makes its victims dance with it."
- **Fire Snake** - "Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Creates several pillars of flame in front of the caster. Eygil sought to grant fire a will of its own. This pyromancy was conjured up to behave like a snake, writhing toward its prey, with a mind to strike."
- **Ironclad Armor** - Armor worn by Ironclad Soldiers. Provides high defense, but is so heavy that it requires great strength to move. The Ironclad Soldiers were minions created by the Old Iron King, their life granted by an enchantment of souls. ~~By now this is again an iron husk, and fit to wear.~~ *Once, the Old King could have unraveled the greater mysteries, with the aid of his great soul, but he was led astray by his enormous fortune, becoming nothing more than a vulgar hedonist.*"
- **Old Ironclad Armor** - "Originally, Ironclad Soldiers were minions created by the Old Iron King with an enchantment of souls. The enchantment is long gone and the iron husk that remains is quite decrepit. The soldiers who don this armor now never speak, and no one has seen their faces. Could it be that King Vendrick of Drangleic revived these ancient creations, or perhaps he produced war golems of his own?"
- **Old Ironclad Soldier** - "Originally, Ironclad Soldiers were minions created by the Old Iron King with an enchantment of souls. The enchantment is long gone and the iron husk that remains is quite decrepit. The soldiers who don this armor now never speak, and no one has seen their faces. Could it be that King Vendrick of Drangleic revived these ancient creations, or perhaps he produced war golems of his own?"
- **Artificial Undead** - "A massive, hulking beast of an Undead, this creature is disturbingly unnatural. This patchwork monstrosity wields two Full Moon Sickles and swings them with immense power. Who would create such a monster? The Iron King himself sought to destroy the Undead, not create them…"
- **Soul of Sir Alonne** - "Soul of Sir Alonne, who once served the Old Iron King. Sir Alonne came from an eastern land, and became the King's most trusted knight. Use the wondrous soul of this knight to acquire numerous souls, or to create something of great worth."
- **Bewitched Alonne Sword** - "Katana forged from the soul of Sir Alonne. The captivating, undulating design serves to enhance this weapon's mystical allure. Alonne came from the east, and soon became the Iron King's most trusted knight. When he departed, the Old Iron King bequeathed Sir Alonne's name to his iron warriors."
- **Alonne's Armor** - "Armor worn by Sir Alonne, who served the Old Iron King. Sir Alonne came to this land from the east, chose to serve a little-known and unestablished lord, and helped him become the Old Iron King. Then, at the end of the very peak of his sire's rule, Sir Alonne set out again, in search of lands yet unknown."
- **Alonne Knight Captain** - "The leaders of the Alonne Knights don fantastic armor that retains its brilliant shine to this very day. Despite having an army of the finest warriors equipped with the best weapons and armor to be found across the land, the Iron King's reign did not last. A true king requires more than simply the strength of arms."
- **Alonne Knight Captain Armor/Helm** - "Armor worn by the captain of the Alonne Knights. The acouterments of the Alonne Knights, who served the Old Iron King, were created with an advanced casting technique. ~~Solid and handsomely crafted, their shine remains brilliant to this day.~~ *They remain solid, and handsomely crafted. The design is styled after the armor worn by an unusual knight who trained the Iron King's men in the sword. He was said to have deserted his liege after bearing witness to his descent into depravity.*"

- **Alonne Knight** - "The Alonne Knights' loyalty to one another is the stuff of legends, and they held fast in their positions even as the once-great Iron Keep sank into the fiery earth. The blades they wield were forged by one of the true artisans entertained by the Iron King during his kingdom's hayday."
- **Alonne Knight Armor** - "Armor worn by Alonne Knights. The bonds of the Alonne Knights, who served the Old Iron King, were mightier than the land's iron, but in the end the knights were subsumed by the flames that brought the castle down."
- **Alonne Greatbow** - "Unique bow equipped by Alonne Knights. This very powerful bow uses greatarrows, but each draw of the string requires a great deal of time, leaving the shooter vulnerable. In the heyday of his land, the Old Iron King fancied entertaining dubious and eccentric guests from faraway lands. *Most of them were charlatans,* ~~but amongst the riff-raff were true masters of authentic and refined arts.~~ *but among the riff-raff was an unusual knight from the far east. He trained the Iron King's men in the sword, in obeisance to his new lord*."
- **Blacksteel Katana** - "Blacksteel katana wielded by Alonne Knights. One of the sturdiest types of katana, preferred by masters of the quick-draw. In the heyday of his land, the Old Iron King fancied entertaining dubious and eccentric guests from faraway lands. *Most of them were charlatans,* ~~but amongst the riff-raff were true masters of authentic and refined arts.~~ *but among the riff-raff was an unusual knight from the far east. He trained the Iron King's men in the sword, in obeisance to his new lord*."
- **Yellow Quartz Longsword** - "A straight sword affixed with yellow quartz. This longsword was found in the Iron Keep. Breaks easily due to corrosion, but is light and still inflicts very significant damage. In the Old Iron King's great iron keep was a vast collection of weapons, erected as a display of strength to the world. But they were lost when the king's conceit doomed the castle to sink into a lake of fire."
- **Yellow Quartz Shield** - "A small shield affixed with a yellow quartz. This shield was found in the Iron Keep. Breaks easily due to corrosion, but is light and still very stable. In the Old Iron King's great iron keep was a vast collection of weapons, erected as a display of strength to the world. But they were lost when the king's conceit doomed the castle to sink into a lake of fire."
- **Phoenix Parma** - "A small shield decorated with a phoenix. The sea of flame that swallowed the Iron Keep took this shield as well, but when it was retrieved it was mysteriously unscathed, save a degree of discoloration."
- **Skeleton Lord Soul** - "Soul of a Skeleton Lord, who reigned from deep within the Huntsman's Copse. The Old Iron King commanded the capture of all Undead, but those charged with the task were overcome by the curse."
- **Bone King Crown** - "Skeleton Lord Crown. High dark defense. The Old Iron King led his best men on Undead hunts, but their memories were purged in rebirth."
- **Bone King Robe** - "Skeleton Lord robe. High dark defense. The very men who were ordered to hunt down the Undead were themselves hollowed, and founded a kingdom of bone."
- **Roaring Halberd** - "Halberd forged from the soul of a Skeleton Lord. Imbued with the power of dark. The unsettling skull carved into this halberd recalls the final moments of the Skeleton Lord from whom it was created."
- **Sir Alonne's (roughly)translated theme song** *https://www.youtube.com/watch?v=svtVB0BvDPg*

Chapter 7 Nashandra: Prisoner of Desire

- **When speaking to Vendrick, in the Memories of the King**

"One of the father of the abyss spawn… that confounded quintessence of humanity. The abyss once had form but then dissipated. And yet… traces of it's existence endured. Each fragment thirsting for power spread dark with no relent. My dear 'shandra was one such fragment. A feeble, tiny thing that thirsted for power more than any other. Driven by insatiable lust for a worthy vessel."

- **When speaking to Chancellor Wellager in Drangleic Castle**

"You are a guest of our castle. I am the Chancellor, Wellager. Do you seek an audience with my Lord, King Vendrick? Unfortunately, His Highness is absent. My Lord…The King has… The Queen…Has taken him…"

"My Lord made magnificent findings on souls… An accomplishment for the ages… He vanquished the Four Great Ones… And built this kingdom upon their souls. Our King has watched over this land… Since ages long, long ago… King Vendrick…We must fight back… Or the Giants will take Drangleic…"

"The King had a dear Queen, a woman of unparalleled beauty. Long ago, the Queen came to us, alone, from a faraway land. She warned our Lord of the looming threat across the seas…of the Giants. The King crossed the ocean… And defeated the Giants, with the Queen at his side."

"The King commandeered their power… And created the Golems. With the Golems, the king created this castle. To celebrate victory… And to show his love, his gratitude to his Queen… "

"The Queen…Brought peace… to this land, and to her King. A peace so deep…it was like…The Dark…"

- **When speaking to Shanalotte on the Path to the True Throne**

"If you proceed, Nashandra will come after you. Knowing that you will take the throne, and link the fire. She covets the First Flame, and the Great Soul."

- **When speaking to Nashandra at Drangleic Castle**

"You have fought admirably on your journey, cursed Undead. I am Nashandra, Queen of Drangleic. A true monarch carries the

weight of their souls. The last king of this land, King Vendrick, as he was called… He was less of a king than you might imagine. He found the strength to rule his people, and when the Undead were born, cursed… He found more strength, to face them. But in the end, he never took the true throne."

"Visit Vendrick. We have no need for two rulers…"

After killing or just visiting Vendrick - "Drangleic is no longer."

After obtaining the King's Ring - "Brave Undead, seek the throne. Follow the symbol of the monarch, and do what must be done."

After meeting the Ancient Dragon - "Brave Undead, what did that dragon tell you? That thing is a prop, a false deity. Don't be fooled, my Undead."

While the Ashen Mist Heart is in inventory - "Seek the forest, you, where those wretched Giants slumber."

"Brave Undead, you have proven yourself to me. Now, be one, with the Dark…"

- **Nashandra** - "A woman of mysterious origin who appeared at Drangleic Castle claiming to have ventured there from a foreign and. She bore a warning for King Vendrick of a looming threat threat beyond his borders and urged him to take action; after mobilizing the kingdom's army the King took Nashandra's hand in marriage. The circumstances surrounding Nashandra's arrival in Drangleic and her motives for seeking and audience with the King remains shrouded in uncertainty; in Vendrick's absence the truth behind theses events is only known to the queen herself."

  "The queen, Nashandra has a secret, Dark and Ancient. She is the smallest piece of Manus, the Father of Abyss. Long ago after his defeat in the lost land of Oolacile, he split into minuscule fragments. As the fragment recollected, they assumed a human form – Nashandra."

  "She convinced Vendrick to cross the sea and pilfer a mighty prize from the Giants. She brought a Dark-like peace to the Kingdom of Drangleic, but eventually Vendrick realized something was amiss. He fled and refused to take part in Nashandra's plans any longer. But now she has found you, the new Heir to the Throne of Want…"
- **Soul of Nashandra** – "Soul of Nashandra, Queen of Drangleic. ~~Nashandra was born of the Dark with an insatiable lust for strength.~~ *The fragments of the abyss, of untold origin, nourished their beings by the sides of would-be monarchs. Perhaps they were simply ordeals on the road to kinghood. One day, the flames will fade, and only darkness will remain. Unless, of course, an heir arrives.* Use the special soul of this prisoner of desire to acquire numerous souls, or to create something of great worth."
- **Scythe of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The pieces began to coalesce once again, becoming human in shape.~~ *After regaining their shapes, they crawled forth, yearning for strong souls, in search of greater power.*"
- **Chime of want** - "~~Greatly amplifies spells.~~ The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The tiniest of these pieces, precisely due to its size, was the first to restore its form.~~ *After taking their shapes, they courted monarchs of considerable power, which they desired to make their own.*"
- **Bow of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The smallest of the pieces, sensing its own fragility, yearned for what it lacked.~~ *Light and Dark are two sides of the same coin, much like the soul and the curse. The beings who presented themselves to those in search of kinghood were drawn to their awesome strength.*"
- **Soul of the King** - "Soul of Vendrick, King of Drangleic. ~~The King was wasted away, a shadow of his former self, but still held something dear.~~ *This great soul beckoned the Dark, overwhelming the King. Perhaps this King, who once ruled the world of men, was a lacking vessel for the true throne.* Use the soul of he who would link the flame to acquire numerous souls, or to create something of great worth."
- **King's Shield** - ""Shield of Vendrick, King of Drangleic. ~~The great king shut himself away, and was soon reduced to a mere shell. Just what was it that he yearned to~~ protect? *One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*"
- **Giants Club** - "Club of the Giants that besieged Drangleic. Nothing more than a boulder bound to a tree, but a very powerful, if primitive, weapon. ~~A human would require great strength to wield this Giant-sized club.~~ *King Vendrick, in adherence to Queen Nashandra's counsel, led his armies north in an effort to subjugate the Giants, and claim their powerful souls for his own.*"
- **Giant Lord's Soul** - "Soul of the Giant Lord, who once conquered Drangleic. ~~The Giants landed on the northern shores, and set siege to King Vendrick's castle to claim an invaluable prize.~~ *Vendrick crossed the seas, took prisoner the Giants, and brought them back to his castle, clapped in irons. However, after this modest triumph, his countenance could be seen to grow darker with each passing day.* Use the special soul of this Giant to acquire numerous souls, or to create something of great worth."
- **Giant Stone Axe** - "Greataxe forged from the Last Giant's Soul. This weapon resembles a primitive stone tool, but is quite powerful owing to its immense size. ~~The giants were eventually defeated by an unnamed hero, but alas, victory came all too late.~~ *King Vendrick disappeared as of the war with the Giants reached its ferocious peak, leaving his castle Some swear that upon hearing the news, the Queen's face remained as still as her portrait.*"

Chapter 8 Shanalotte: The Emerald Herald

- **Prologue**

“Perhaps you've seen it, maybe in a dream a murky forgotten land. A place where souls may mend your ailing mind. You will lose everything Once branded, the Symbol of the curse an augur of darkness. Your past, your future, your very light, none will have meaning, and you won't even care. By then you'll be something other than human, a thing that feeds on souls, a Hollow."

"Long ago, in a walled off land, far to the north, a great king built a great kingdom. I believe they called it Drangleic, Perhaps you're familiar. No, how could you be, but one day you will stand before its decrepit gate, Without really knowing why…"

- **When speaking to Milibeth**

"The old women were keepers of the fire. But now, the fire shows signs of fading… And the kingdom…is beset by Hollows…"

"The old women are sisters. I am told there was a fourth. They have looked like that for as long as I have known them. Long ago, Fire Keepers were commonplace. But now they are lost, scattered to the winds."

- **When speaking to Royal Sorcerer Navlaan**

"You could kill a dozen like that, and it wouldn't matter. I want you to kill someone of import. I want you to kill the girl in Majula known as the Muse. They say that she is the last Fire Keeper. But they say a lot of things… That she's a gentle shepherd, lighting the way for you cursed fools. Nonsense. Once she is dead, I will have no regrets, and I will be content to remain here. The girl will have a peculiar feather. Bring it to me. Now, go along. Heh heh… Your mark is the girl in Majula known as the muse. And don't forget that feather. Heh heh heh…"

- **When speaking to Shanalotte**

"Are you…the next monarch? Or… Merely a pawn of fate? Bearer of the curse… I will remain by your side. Till this frail hope shatters… Take this with you. May it ease your journey. Go on, and see the King. He who made Drangleic what it once was; he who peered at the essence of the soul. King Vendrick."

"Bearer of the curse, seek misery. For misery will lead you to greater, stronger souls. You will never meet the King with a soul so frail and pallid."

"Seek those whose names are unutterable, the four endowed with immense souls. Their souls will serve as beacons. Once you have found them, return here to me. So that hope will not fade away."

"Bearer of the curse… Seek souls. Larger, more powerful souls. Seek the King, that is the only way. Lest this land swallow you whole… As it has so many others."

"Is that a shard you've found? Here, let me see it. So that I may help you. To see light, to see hope… However faint it might be…"

"You have acquired the soul of an Old One. That is more than most Undead can say."

"The soul and the curse are one and the same. Your soul has grown stronger still. I only hope it brings you what you wish."

"Proceed, bearer of the curse. It is the only choice left to you."

"You are blessed with a myriad of souls. Bearer of the curse, make your way to the castle."

"Bearer of the curse. I will always be at your side. Until hope has fully withered…"

"Over the hill and past the forest is the King's castle. Where a man peered straight into the essence of the soul. But what ever came of it…"

"Those who come to Drangleic seeking salvation soon lose hope, and turn Hollow. It happens to them all, sooner or later. That blue knight at the base of the tower… His spirit is already broken. Although he does offer sound advice. Perhaps he is a foreshadowing of your own future?"

"That tiny thing inside the ruins… An ancient being that will mock your very existence. She imparts sound wisdom. Provided you find her on a good day…"

"The sign you bear will drain your very souls… And without souls, you will turn Hollow. Stay strong, do not lose hope. Even when you have precious little time."

"For when the Undead dies, it is never truly dead, but only one step closer to Hollowing. Not all Undead are Hollows, but all Hollows were once Undead."

"If you find an Estus Shard, bring it to me. So that I may ease your burden."

outside of Drangleic Castle having opened the Shrine of Winter through Soul Memory - "If you proceed regardless, your fate will be more terrible than mere life or death. But I will not stop you, if that is your heart's desire."

outside of Drangleic Castle having obtained the four Great Souls - "This castle is isolated. But nonetheless, you must forge on. To bring an end to your journey…and mine. End your journey…and mine."

In the Undead Crypt, need King's Ring - "This ring is the symbol of the King. Use it to gain passage, through the King's Gate… … and venture to the far east… Bearer of the curse, if you are to be the next monarch, Then, one day, you will walk those grounds… … without really knowing why."

In Dragon Aerie - "Bearer of the curse. Long have I awaited one such as you, one who might shatter the shackles of fate. One who can set me free. Bearer of the curse, it was my own manifestation that led you here. The ancient dragon has watched over the world for aeons past. Take this. Do not resist. The dragon welcomes you."

On the stairs leading to the Throne of Want, need Giants Kinship - "My journey is already complete. My name is Shanalotte. The dragon gave me this name, for I was born with none. I was born of dragons, contrived by men. By ones who would cozen fate herself… They are the ones who created me. But they failed. I did not come out as intended. Fate would not be bested, and men were cursed once again. If you proceed, Nashandra will come after you. Knowing that you will take the throne, and link the fire. She covets the First Flame, and the Great Soul. Put Nashandra to rest."

Ending voice-over - "You, who link the fire, you, who bear the curse… Once the fire is linked, souls will flourish anew, and all of this will play out again. It is your choice…To embrace, or renounce this… Great Sovereign, take your throne. What lies ahead, only you can see."

- **Aged Feather** - "An aged bird feather. Return to last bonfire rested at. Can be used repeatedly. The child of the dragon, sequestered away from the world, imagined a world of boundless possibilities from the mere sight of a feather."

Chapter 9 The Giants and Their Lord: Who Once Conquered Drangleic

- **When speaking to Captain Drummond in the Giant's Memories**

"Soon, the Giants will descend upon this fort. It is revenge, for the Kingdom's misguided barbarism. The venerable Lord built this kingdom to bring prosperity to His subjects. What has transformed him so, I can not imagine."

"Long ago, the King crossed the seas, pillaged the land of Giants, and brought back a "prize". It was then that the golems materialized. The Giants are no ordinary barbarians. A singular rage burns within their hearts. My father, and his father, both fought the Giants on this very land. The Giants have wills of steel. They cannot find it within themselves… To forgive the misdeeds of our lord."

"Did you see him? That towering monster among them. That is most certainly their King. He will be a thing to topple, hah hah hah hah, even if I should die trying! My blade may break, my arrows fall wide, but my will shall never be broken. Those who live by the sword will die by it, and I, Drummond, won't go down without drawing mine!"

- **When speaking to Chancellor Wellager in Drangleic Castle**

"My Lord made magnificent findings on souls… An accomplishment for the ages… He vanquished the Four Great Ones… And built this kingdom upon their souls. Our King has watched over this land… Since ages long, long ago… King Vendrick…We must fight back… Or the Giants will take Drangleic…"

"The King had a dear Queen, a woman of unparalleled beauty. Long ago, the Queen came to us, alone, from a faraway land. She warned our Lord of the looming threat across the seas…of the Giants. The King crossed the ocean… And defeated the Giants, with the Queen at his side."

"The King commandeered their power… And created the Golems. With the Golems, the king created this castle. To celebrate victory… And to show his love, his gratitude to his Queen… "

"The King of Giants… How did you slay that behemoth? Incredible…Now, take these…"

- **When speaking to Sweet Shalquoir**

"Trespassing into their dreams? Of the ones who crossed the sea, lavishing ruin upon the land? How they savor their visions… Of glorious deeds in battle. Hee hee hee hee hee…"

- **When speaking to Melentia**

"My name is Melentia. You a stranger to this land? All we get is strangers these days. Everybody's gone and run off! Drangleic's been a pile o' rubble since the war fought long, long ago. When the Giants crossed the sea.

"Seemed like the battles would never end. Poor folk like myself had nary a place to sleep. That's why I keep all me things right with me. You may travel light, but methinks you bear a burden of your own."

"They say these trees grew from the remains of the Giants. From each carcass sprouted new life, growing into what you see now. But you know what they also say. Don't believe what an old hag says!"

- **When Speaking to Vendrick**

"I am king of this wretched, unraveled kingdom. I subdued the giants, and claimed their strength. So that I might step closer to fire."

- **King's Shield** - ""Shield of Vendrick, King of Drangleic. ~~The great king shut himself away, and was soon reduced to a mere shell. Just what was it that he yearned to~~ protect? *One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*"

- **Giants Club** - "Club of the Giants that besieged Drangleic. Nothing more than a boulder bound to a tree, but a very powerful, if primitive, weapon. ~~A human would require great strength to wield this Giant-sized club.~~ *King Vendrick, in adherence to Queen Nashandra's counsel, led his armies north in an effort to subjugate the Giants, and claim their powerful souls for his own.*"
- **Giant Lord's Soul** - "Soul of the Giant Lord, who once conquered Drangleic. ~~The Giants landed on the northern shores, and set siege to King Vendrick's castle to claim an invaluable prize.~~ *Vendrick crossed the seas, took prisoner the Giants, and brought them back to his castle, clapped in irons. However, after this modest triumph, his countenance could be seen to grow darker with each passing day.* Use the special soul of this Giant to acquire numerous souls, or to create something of great worth."
- **Giant Stone Axe** - "Greataxe forged from the Last Giant's Soul. This weapon resembles a primitive stone tool, but is quite powerful owing to its immense size. ~~The giants were eventually defeated by an unnamed hero, but alas, victory came all too late.~~ *King Vendrick disappeared as of the war with the Giants reached its ferocious peak, leaving his castle Some swear that upon hearing the news, the Queen's face remained as still as her portrait.*"
- **Soul of the Last Giant** - "Soul of the surviving giant, who was bound below the Forest of the Giants. ~~Many seasons had come and gone, and the giant prepared for his final rest. But his soul remained magnificent, testimony to his former strength~~. *The lord of the Giants, who had brought wrack and ruin to the entire kingdom, was said to have been felled by an unknown warrior. His beaten and broken remains were then dragged beneath the stronghold, where he was sealed away.* Use the special soul of the Last Giant to acquire numerous souls, or to create something of great worth."
- **Giants Kinship** - "Each king has his rightful throne. And when he sits upon it, he sees what he chooses to see. Or perhaps, it is the throne, which shows the king only what he wants. *The flames roar, but will soon begin to fade, and only a worthy heir might burnish their light. What is it, truly, a claimant of the throne could desire?*"
- **Giant Lord** - "King of the Giants that invaded Drangleic, this towering monstrosity came to the fight complete with his crown and massive Greatsword. He seeks vengeance for the subjugation of his kingdom and intends to reclaim a precious prize stolen from him by King Vendrick, but what could this "prize" possibly be…?"
- **Soul of a Giant** - "Soul of a Giant who came to conquer Drangleic. Will the Giants' resentment for the King be pacified in death, or only emboldened?"
- **Elite Giant** - "Senior soldiers of the army of Giants which invaded Drangleic long ago. Far larger and more formidable than their subordinates, the only Elite Giants to have survived the war reside in a hidden cavern in Black Gulch. The two obelisk sized stone clubs wielded by an Elite Giant can reduce flesh to paste and bone to powder. This mountain of a foe is beyond all but the mightiest of warriors… or the most bottomless of ammunition stockpiles."
- **Giant** - "A member of the race of Giants first conquered by King Vendrick and later responsible for a vengeful counter-invasion of Drangleic. Giant soldiers specialize in several different types of combat and can be differentiated by their appearance."
- **Soldier Key** - "Key to the soldier's door in the Forest of Fallen Giants. A fort was erected in the forest to face the Giants, but now the soldiers are lost and Hollowed. They are enfeebled, but not without honor, and continue to steadfastly defend their country."
- **Royal Swordsman Armor** - "Armor of a royal swordsman. Its shape provides defense while allowing great mobility. Stripped of ornamentation, this armor is designed strictly for battle. King Vendrick supplied his bravest men with the best armor available to face the great giants, but very few returned alive."
- **Royal Greatsword** - "Greatsword of the royal swordsmen. Its undulating blade draws blood from its foes. Despite the magnificence of this weapon, it was terribly inadequate in the war against the mighty Giants."
- **Seed of a Tree of Giants** - "Online play item. Makes enemies react to invaders. When the giants fell, they grew into great trees. Death is not the end, for anything that has ever once lived remains a part of a great cycle of regeneration. But what of those outside of the cycle?"
- **Captain Drummond** - "Captain of the Drangleic army battalion stationed at the fort during the invasion by the Giants. He is a noble, honorable, and highly competent commander whose family has protected the kingdom from the Giant scourge for generations. Captain Drummond and his men stood bravely against grim odds and very few of them survived; it is said that with the help of an unnamed hero they where finally able to defeat the King of the Giants and bring an end to the war."
- **Sea Bow** - "A bow built for sea-faring marine warriors. Has an extended range for hunting down sea monsters from afar. A great sea lies to the north of Drangleic, and beyond that is an unexplored continent that is home to things inhuman."
- **Bone Fist** - "Bone that is bound to the fist. Used to enhance hand-to-hand combat. Salvaged from a malformed creature. Enables one to fight with inhuman strength, as if the very spirit of the bone's malicious owner has taken control."
- **Rampart Golem Shield/Lance** - "Shield of the rampart golems, granted life by the Ivory King. The golems were charged with the containment of the creatures of chaos within the boundaries of the wall. When the doors of Eleum Loyce were flung open, the place turned frigid and lifeless, but the golems remained dutifully on guard."

Chapter 10 The Dragonriders: King Vendrick's Royal Guard

- **Dragonrider Soul** - "Soul of a Dragonrider, who faithfully served King Vendrick. Long ago, the dragonriders mounted wyrms, and were feared on the battlefield for their unparalleled strength."
- **Dragonrider Armor** - "Armor worn by the Dragonriders, King Vendrick's royal guard. According to legend, the Dragonriders straddled not horses, but wyrms. Aspiring Dragonriders who had not the mettle to handle their training were

torn apart by the wyrms, and those who survived emerged with deific strength."

- **Dragonrider Bow - "**Bow wielded by Dragonriders, King Vendrick's royal guard. Merely drawing this bow requires inhuman strength, but each shot has deadly potential. Demands great skill of its wielder, and thus Served to test the worthiness of those who aspired to join the Dragonriders."
- **Dragonrider Greatshield** - "Greatshield of the Dragonriders, King Vendrick's royal guard. The rank of Dragonrider was reserved for honorable warriors who helped found Drangleic. Together with the king, they crushed its former inhabitants and erected a magnificent kingdom upon their graves."
- **Archdrake Armor** - "Robes of the Archdrake sect of Lindelt. Little is known about the Archdrake sect and its ancient rituals, ~~but it is said that their well-honed miracles and unwavering faith in the face of death made them worthy rivals to Drangleic's forces in their day.~~ *those who dare to indulge their curiosity have been known to simply vanish. The Archdrake sect are the keepers of Lindelt's histories, including the only record of its foundation, a tome they have good reason to keep hidden away.*"
- **Slumbering Dragon Shield** - "Shield of the Archdrake Sect of Lindelt. Represents a slumbering dragon, and is intended for use in covert rituals. ~~The secrets of Lindelt rituals are protected by the Archdrake sect, and only a select few are given access to their canon of knowledge, which includes the truthful origins of the Archdrake sect itself.~~ *The fools who woke the slumbering dragon earned not only its ire, but also the destruction of an entire country. The survivors buried their wrongdoings in the past, and in a show of terrible conceit, attempted to make amends by carrying on the knowledge of the wasted land."*
- **Replenishment** - "An intermediate miracle. Gradually restores HP. This miracle is used by the resolute Lindelt cleric knights when fighting on the front lines. *There is a story, passed down through generations, claiming this band of knights once felled a poisonous dragon which menaced an entire nation.*"

Chapter 11 The Drakeblood Knights: They Who Worshiped the Blood of Dragons

- **Yorgh's Spear** - "Spear wielded by Sir Yorgh during his invasion of the Sanctum City. After his defeat of the Sunken King, Sir Yorgh pierced Sinh, the sleeping dragon, with this spear to claim its blood. But Sinh immediately awoke, spewing a poisonous fog that blanketed the city in death, and Sir Yorgh disappeared into the Eternal Sanctum."
- **Yorgh's Ring** - "Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva. Can deflect spells. When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud." *His ring bears the Drangleic Crest.*
- **Drakeblood Armor** - "Armor of the Black Drakeblood Knights, who came from a land long forgotten. The Drakeblood Knights, who worshiped the blood of dragons, were led by Sir Yorgh in a siege of the Eternal Sanctum, but sunk into the Sanctum when the sleeping dragon awoke. The red cloth wrapped around their black armor represents the sacred blood of dragons."
- **Drakeblood Greatsword** - "Greatsword wielded by the Drakeblood Knights, led by the honorable Sir Yorgh. The insignia chiseled upon its hilt symbolizes dragon's blood. To the Drakeblood Knights, fresh dragon blood was sacrosanct. They believed that by obtaining it, they could achieve a true understanding of life, transcending their own banal existence."
- **Sanctum Knight Armor** - "Armor of the sanctum knights. The sanctum knights renounced their own flesh to eternally guard the Sanctum from Sir Yorgh and his Drakeblood Knights."

Chapter 12 Minor, Lore Important, Characters in DKS2

12.01 Saulden: The Crestfallen Warrior

- **When speaking to Shalquoir**

"Have you made friends with the man by the sea? He's lost everything, absolutely everything. Hee hee… The only thing he's good for now… Is a few tidbits on covenants. Covenants are a type of, well, contract, you might say. You give something, to gain something. That's the way humans like it, right? It might be just the thing you need. But what does a cat know? Hee hee hee…"

- **When speaking to Shanalotte**

"Those who come to Drangleic seeking salvation soon lose hope, and turn Hollow. It happens to them all, sooner or later. That blue knight at the base of the tower… His spirit is already broken. Although he does offer sound advice. Perhaps he is a foreshadowing of your own future?"

- **When speaking to Saulden**

"You're Undead…aren't you. You have that distinct scent. The smell of irreversible fate. This is Majula. It is a kind of settlement… A place where life is almost normal. And in Drangleic these days, there are very few places like that."

"I am Saulden. And like you…I lost everything, and now I'm here. You probably heard that it was possible to break the curse here. Well, that's not true at all. There's nothing here, for you, me, or anybody…"

"Do you know much about souls? Even I'm not certain, but… I'm told that the soul is the essence of life itself. Anything living, sentient or no, supposedly has one. What we call the curse is traceable to the soul. Do you see what that means? To be alive…to walk this earth… That's the real curse right there. We Undead will never die. And that's quite a predicament, really…"

"There are four beings in this land with giant souls. And wherever you go from here, you'll sooner or later come up against them. Each has a powerful soul, and a terrible curse… If that frightens you, then you ought to just give up right now. Like I have. Hah hah hah…"

"Do you ever cry out for help? The journey of an Undead is long and treacherous. You'll face invaders from other worlds at every turn. If you need help… Why not proclaim faith in the Blue Sentinels? When you face danger, the Blue Sentinels will come to your aid. Protection is yours, if you wish. You need only accept their kind embrace."

Yes - "That is a wise decision. People are weak…But the Blue Sentinels watch over us in their benevolence. Let the Sentinels cradle you in their embrace."

No - "I see. Then, you'll have to brave this treacherous journey on your own. If you ever require help, come back any time. I will stay here, and pray for your safety."

"Life is a journey…And every journey eventually leads to home. You…need my help, do you? I will always be here…watching over you."

"Do you see the way beyond the bonfire? That will take you to the Forest of the Giants. There was once a great fort, but little of it remains. You may just find something there that will be of use on your journey. But don't venture too far inside, or you might not come back…"

"Heide's Tower of Flame lies beyond the far gate. In the cathedral, the apostles of blue gather. But the road leading there is perilous. The gate is rigged with some contraption… But how it works, I just don't know…"

"Have you seen that pit? That gaping hole in the earth. I don't know what it's like down below, but I wouldn't suggest trying to find out. Besides, you'll never make it down there, not without a ladder of some sort."

"The flame you see there is a bonfire. They exist all across the land… beacons to we Undead. If you are tired, try resting beside the flame. The flame heals us."

"Long ago, a woman called a Fire Keeper watched over each bonfire. She kept the flame lit, and guarded it from those who would extinguish it. I wonder where the Fire Keepers went…"

"Did you notice any letters on the ground on the way here? These are messages that have jumped the fissures between worlds. In Drangleic, the flow of time is convoluted. Things shift and waver, twist and turn. Poignant wishes, dashed dreams… The messages convey our very inner thoughts. If your will to soldier on falters, try leaving a message. Somebody out there is sure to listen."

"You may notice symbols that appear upon the ground. These are summon signatures…They call upon spirits from other worlds through the schisms in time. If you fear Hollows, find summon signatures to call upon spirits to help you."

"Do you feel lonely here? It suits me just fine, as I've nothing left anyway… It will grow on you, this place… Give it some time."

Regarding amount of NPCs in Majula:
"Look at our new neighbours… How they fret over all and sundry…Oh, those were better days. Oh dear me, it really takes me back."

"Quite a hive of activity we are, these days. I'd forgotten how much comfort a little companionship can bring. Once, I'd lost everything, but now… I am grateful. For what you have taught me. It is very little, but please, take this."

- **Blue Seal** - "Ring of the Way of Blue covenant. Increases HP slightly. The Way of Blue is not a developed religion. It is a humble prayer that spread naturally amongst those seeking help. When apostles of Blue are invaded by dark spirits, they can receive assistance from masters of other worlds."

12.02 Sweet Shalquoir: An Ancient Being Who Will Mock Your Very Existence

- **When speaking to Shanalotte**

"That tiny thing inside the ruins… An ancient being that will mock your very existence. She imparts sound wisdom. Provided you find her on a good day…"

- **When speaking to Sweet Shalquoir**

"Oh…Undead, are we? And one without much time remaining. Just about ready to fall apart, I'd say. Not exactly the time to be chatting with a cat! Well, suit yourself. Oh, yes, you may call me Shalquoir. Enchanté. So, what did you want, anyway? Ooh, you smell wonderful. Hee hee hee…"

"Oh…Who were you again? Hoh hoh…Oh, I'm not serious. You do have a rather pleasant scent. The type I'm quite fond of. Hee hee hee…"

"Hoh hoh! What's happened to you? You have that glint in your eyes. And the scent…Of one with quite the catalogue of sins… Oh, don't feel bad. I'm sure your mother's still proud…Hee hee!"

"This place is already dead. Everything will crumble and waste away, so that something new may be born. Isn't it wonderful? Hee hee hee…"

"This place is fascinating. We receive only the most peculiar visitors. Folk like yourself. It's enough to keep even a cat amused!"

"Are you going to see the Old Ones? Those four who have grown so incredibly ancient. They must have sprouted quite a thick coat of moss by now. For heaven's sake, no-one even knows their names anymore! Imagine that! Hee hee hee hee! Yes… Nothing like yourself. For you…have a most pleasant scent, that grows nicer with each passing day."

"Have you made friends with the man by the sea? He's lost everything, absolutely everything. Hee hee… The only thing he's good for now… Is a few tidbits on covenants. Covenants are a type of, well, contract, you might say. You give something, to gain something. That's the way humans like it, right? It might be just the thing you need. But what does a cat know? Hee hee hee…"

"Did you see that oddly-formed rock behind here? Long ago, they called it Victor's Stone, as I recall. If you wish to face greater challenges, speak to the rock. Although you'd just as well not. Hee hee hee…"

"Well, you've grown quite a bit, haven't you? Your scent is lovelier than it's ever been. Hee hee hee… Why not trot along to the castle? And meet the King. Long ago, He smelled just like you. Not so much anymore, though. He's quite rancid by now. But we cats love that. It's an acquired taste!"

"Once, people tried to round up the Undead and hide them away from the world. They thought that imprisoning the Undead would solve the problem. They created a towering bastille to contain them, but in the end, it did no good. The Lost Sinner lives deep within the bastille. The fool. Trying to light the First Flame…"

"Why do people try so hard to be beautiful? We cats are born beautiful, of course. Hee hee… The human ego…How many ugly iron castles has it erected? And they don't even see the folly of their ways. But that's what makes watching humankind so delightful. It reminds me of someone who lived long ago. A vainglorious liar who ended up hurling himself into the flames. Now he's Ichorous Earth, if I'm not mistaken."

"You've seen that gaping hole here? Well, there's nasty little vermin down there. Although who you seek is even further below. And has been down there for a very, very long time. He's plumb Rotten by now, I'm sure! Hee hee hee…"

"Men develop the most peculiar fascinations. Sometimes their fascinations seem to take control. Till there's very little man left. Hee hee hee… Oh, it's like that awful traitor long ago. He coveted what he did not have, and it drove him mad. What a curious conundrum. Hee hee hee… The Writhing Ruin keeps searching as we speak. Searching for its heart's desire."

"Oh, it's you. What're you doing here? Have you lost your way? Hee hee hee… I believe you're in search of the King. Well, he's keeping company with the dead."

"You'll find a great creature far to the east. A colossal thing, with the strength to match its size. Or something playing the part at least. Open the door, and venture inside, and you'll soon smell even lovelier."

"Trespassing into their dreams? Of the ones who crossed the sea, lavishing ruin upon the land? How they savor their visions… Of glorious deeds in battle. Hee hee hee hee hee…"

"It seems that we must now part. Why now? I don't see how it should matter. Just because, because I'm a cat. Hee hee… Honorable Sovereign, take your throne. And do great things, if it please."

- **Sweet Shalquoir** - “The epitome of deceptive appearances, at first glance Shalquoir looks every bit like an ordinary cat. Beneath her her cute and fluffy exterior, however, she is actually a sentient being who has lived since ancient times and has watched the repeating cycles of history with her own eyes. Shalquoir prefers the company of the undead to that of the living and only relieves her true nature to those afflicted with the curse; in front of all others she pretends to be a normal cat.”

  “For all her pretenses, however, Shalquoir displays the genuine narcissism and selfishness of a real cat; she involves herself in the affairs of men solely for her own amusement and treats the suffering of others as a source of entertainment. While even the gentle Emerald Herald speaks sardonically of her, Shalquoir's long life and vast experience have made her highly knowledgeable of the land and its inhabitants. She offers sound advice... provided you can find her on a good day.”
- **Silvercat Ring** - "Silver ring depicting a leaping feline. Reduces damage from falling. Legend has it that when cats grow old, a force brews within them, and they are reborn as something new."

12.03 Melentia: The Merchant Hag, Survivor of the War of the Giants

- **When speaking to Melentia**

"My name is Melentia. You a stranger to this land? All we get is strangers these days. Everybody's gone and run off! Drangleic's been a pile o' rubble since the war fought long, long ago. When the Giants crossed the sea.

"Seemed like the battles would never end. Poor folk like myself had nary a place to sleep. That's why I keep all me things right with me. You may travel light, but methinks you bear a burden of your own."

"They say these trees grew from the remains of the Giants. From each carcass sprouted new life, growing into what you see now. But you know what they also say. Don't believe what an old hag says!"

"It's high time that I pick up and move. I've a bargain for you, next time we meet, my love."

"Everyone's so stingy around here. Everyone's so stingy everywhere! You're my only customer. Don't make me beg, now, buy something!"

"We call this place Majula. Not too special, if you ask me. It's just the place… where everyone seems to end up."

12.04 Gilligan: The Laddersmith

- **When speaking to Lenigrast**

"Now, don't go near that scum near the pit. The scoundrel's name is Gilligan, and he's infamous in our home town. Yes, everyone's heard of him, as he always manages to stir up trouble."

"Gilligan can certainly be helpful at times, but he's a real conniver when it comes to money. Hah, there are even people out for his life. And you can bet he brought it on himself."

- **When speaking to Gilligan**

"…Shush, you eejit, stay quiet! …I'm on the run, don't give me away! …You're a fugitive too, eh? …Yes, why else would you be here… …It's got death written all over it…"

…You want to climb down here? …I can lend you a ladder… …But em…ha…how much can you offer me? …Why, you! I'm trying to help you, you know… …Have you no gratitude? Downright rude, really! …But I've…I've…I've got a soft heart so… …I'll let you off, this once…"

"Psst, have you heard? …Well, apparently there's this monster lady, right… …And the poison, well, does wonders for her body… … You know, health and beauty, and that sort of stuff… …And I thought only human women were so petty!"

"That creature, she was human, once, you know… …Hmm, In fact, she was wed to the Prince of that nearby castle… …But her husband, hmm, he had feelings for another… …The Princess was desperate, and sought eternal beauty… …Hoping that it would restore the Prince's, ah, affection, ha you see what I mean…"

"Before long, the Princess' ire transformed her into a monster… …Now listen here. When do you think this all happened? …Long ago, when this very land was called something else… …We say Drangleic now, but… …Countless kingdoms have risen and fallen on this very spot… …And this won't be the last…oh no…"

"That damned hag just can't let her old flame go… …She's going to get us all burned…"

"Gods almighty… …I'm not going to die in this dump…"

"Wait, you found your way out, too! Hah! The name's Gilligan. Don't make me say it twice! Heh heh. All right, what do you want? I have everything you need! Heh heh heh…"

"Ohhh, I should've listened to the warnings. This place is flippin' mental. Huh? No, I wasn't born here. I'm from a wee bit… I'm from a wee bit out west, that's all. I've seen some rough times. I think I'll settle down for a while."

"You wouldn't believe the shenanigans that happen in my business. I thought at least here in the middle of nowhere I could stay clear of, you know, my auld pals. Oh, don't ask me what happened! Have you no discretion, me auld chum?"

"That gaping hole? Hell, search me. It's where the people round here toss all their rubbish. Corpses or you know what… Whatever they'd rather be rid of. Oh, and, and those human statues. Who are they supposed to be? Anybody, I suppose. Probably just some auld pagan custom. What's it like at the bottom of the hole? Why in the hell would I know! Hah!"

"Oh, yes, somebody told me that the grave of a… of a saint lies below here. Not built by the King, no no. It dates back to a time long before him. The tomb connects to that hole. And there's…there's…there's something about some…some Rat King down there. Hell, if the old rat is as rich as they say, maybe I should go and pay him a visit!"

- **When speaking to Naavlan**

"Yes, I see, how very kind of you. I want you to kill a merchant named Gilligan. A greedy, foul man. He won't be missed, I assure you. Hmm…Yes… Bring me a Ladder Miniature as proof. He's the only person who'd have such an odd knick-knack…Heh heh… I want you to kill a merchant named Gilligan. And don't forget that Ladder Miniature. Heh heh…"

- **Melu Scimitar -** "Scimitar of Laddersmith Gilligan. Nothing notable about this weapon, except perhaps the luxurious jewels embedded in the hilt. If your aim is to appear dazzling on the battlefield, this might just do just the trick."

12.05 Wellager: Chancellor of Drangleic Castle

- **When speaking to Chancellor Wellager in Drangleic Castle**

"Who are you… And by whose permission do you stand before me? This castle is the domain of King Vendrick. Is your trespass intentional? … His Highness…Where has he gone?"

"You are a guest of our castle. I am the Chancellor, Wellager. Do you seek an audience with my Lord, King Vendrick? Unfortunately,

His Highness is absent. My Lord…The King has… The Queen…Has taken him…"

"My Lord made magnificent findings on souls… An accomplishment for the ages… He vanquished the Four Great Ones… And built this kingdom upon their souls. Our King has watched over this land… Since ages long, long ago… King Vendrick…We must fight back… Or the Giants will take Drangleic…"

"The King had a dear Queen, a woman of unparalleled beauty. Long ago, the Queen came to us, alone, from a faraway land. She warned our Lord of the looming threat across the seas…of the Giants. The King crossed the ocean… And defeated the Giants, with the Queen at his side.

"The King commandeered their power… And created the Golems. With the Golems, the king created this castle. To celebrate victory… And to show his love, his gratitude to his Queen… "

"The Queen…Brought peace… to this land, and to her King. A peace so deep…it was like…The Dark…"

"Is this…some sort of a dream? …… Where am I? What has happened to our castle… Who are you… And by whose permission do you stand before me?"

"Welcome, visitor… Our guests are treated with honor. This is the way of our castle. Tell me if you should require anything."

"Where has His Royal Highness gone…"

"The King of Giants… How did you slay that behemoth? Incredible…Now, take these…"

- **Chancellor Wellager -** "The ghost of the former Chancellor of Drangleic, one of King Vendrick's most trusted confidants. Wellager was an honorable man and a loyal servant of his Kingdom, but appears to have fallen victim to the widespread chaos left in the wake of his lord's disappearance and is not even aware of his own death. The sad state in which he is first encountered raises suspicions of foul play and leaves more questions about the plight of Drangleic than answers; yet even in death the Chancellor is cordial and hospitable towards his guests and will endeavor to make you feel welcome as he castle."
- **Royal Dirk -** "A dagger fashioned from rare geisteel, boasting an unusually long blade. Geisteel was a precious alloy created in the eastern land of Mirrah, its composition long kept secret from foreign lands. That is, until Chancellor Wellager was ordered by King Vendrick to grant the gifted blacksmith Llewellyn a lifetime contract, whatever the cost, in order to introduce the rare alloy to Drangleic."
- **Espada Ropera** - "Thrusting sword of Chancellor Wellager. Forged with rare geisteel. A masterpiece of the great blacksmith Llewelyn that he brought along as a gift when he left Mirrah for Drangleic."
- **Llewellyn Armor** - "Armor reinforced with rare geisteel. Belonged to Chancellor Wellager. Quality equipment that is both light and strong. Crafted by the castle's resident master smith Llewellyn, and supplied only to a select few. His work easily identified by its lack of ostentation, Llewellyn focused solely on an economy of simplicity and strength."

12.06 Milfanito: They Who Sing to Those Bound by Death and Dark.

- **When speaking to the Milfanito in the Shrine of Amana**

"We knew you were coming…And stopped singing…"

"We are Milfanito. We are here to sing to those bound by death and Dark."

"We will sing here, forever, as we always have, from long, long ago. We know nothing of the world outside. And why should we? For we will never leave."

"Do you seek King Vendrick? But what is a king, after all? We know nothing of the world outside. For we will never leave here."

"When we sing, the little ones dance. The little ones grant comfort to those who bear death and Dark. This is what we were taught."

"Is there anything wrong? Perhaps this will help. This is all that we can do."

"You quelled that cursed singing. They may be of no use outside, but please take these. "

"Who are you… And what do you want from us?"

"Milfanito, that is what we are called. My name? Do you mean our name? We know nothing of the outside world…"

"We sing eternally for those who bear death and Dark within themselves. We have been here forever. We know nothing of the outside world, and we do not need to."

"The little ones were born from the Great Dead One. And the Great Dead One taught us song. We have sung ever since. To comfort those bound by death and Dark. This is what we were taught."

"Do you seek comfort, too? You poor thing… Take this, at the very least. This is all that we can do."

"You silenced that cursed singing. Please accept these as a thank-you."

- **Milfanito (Blonde) -** “A songstress given eternal life by the great dead one. The Milfanito, an immortal race who sing to comfort those bound by death and ark, resign in the Shrine of Amana and have never seen the outside world. They are particularly linked to one another through a hive mind and posses only rudimentary awareness of their individual selves; this trait combined with their purity, innocence, and general naivete has resulted in several of their number either wandering into the territory of the Demon of Song or being kidnapped and carried off by outsiders with ill intentions.”
- **Milfanito (Brunette) -** “A member of the Milfanito race, immortal maidens given life by the Great Dead One. She spends her days at the Altar of the Living, praying for those bound by death and dark.”
- **Imprisoned Milfanito -** “A Milfanito kidnapped and imprisoned by the one known as the embedded. Unable to fulfill her duty in calming the dead, she now spends her days in tears and sorrow.”
- **Injured Milfanito -** “A scattered and wounded Milfanito found cowering outside the boss room in the Shrine of Amana, apparently attacked by the Demon of Song. How she survived the encounter is uncertain, she might actually be a ghost.”
- **Singer's Dress -** "Dress worn by a far-gone muse. Offers almost no physical defense, but is blessed with high resistance to magic. These enchanting singers were given song by the Great Dead One, and have little concept of self. They live only to sing, and will continue singing until they can do so no longer."
- **Brightbug -** “A tiny bug that produced light. Brightbugs are said to comfort the dead, and are found in the marshlands leading to the Undead Crypt. By ingesting a brightbug just before death, the moment at which they glow most brightly, one attains great power for a short time. Often utilized as a last-resort for adventurers who have lost their way.”

12.07 Grave Warden Agdayne: Guardian of the Undead Crypt

- **When speaking to Agdayne**

"Halt. Human. Put that light out. Light, and all those who bear it, are unwelcome in this place."
"Halt. Human. Do not produce light. Light, and all those who bear it, are unwelcome in this place."
"I warned you. You offend the dead. And now, you will join them."

"I am Agdayne. Guardian of the crypt. Countless dead rest here in peace. Cradled by the comfort of dark. Light only agitates. We have no need for it here."

"I am a Fenito. We weave death, and watch over the dead. This task was granted to me by the one who gave us the first death. Countless souls rest here. Some of them from ages long ago. Some were rich, others poor. Some wise, some dull, but now, they are all just dead."

"Did you come for him? The one called Vendrick. You will find him deeper inside. Many castle servants and the like have come to fetch their lord. But they rest here now, put to death by the King's own guards. Perhaps he's not in the mood for company."

"In the past, humans were one with the dark. The former King of Light…He feared humans. Feared that they would usher in an age of dark. How queer, you humans. How you go on, never separating truth from fiction."

"This place is welcome to all, provided due reverence is shown. Death is equitable, accepting. We will all, one day, be welcomed by her embrace. Tell me what you desire. Show me reverence, and I will lend you my hand."

"You've met the King, have you? Life is never easy, never fair. Even more so, on this path you've chosen. May you find your peace one day. Take these with you. You may need them, as proof of your visit here."

- **Agdayne -** “A member of the Fenito race, immortal guardians of the Undead Crypt who where originally given life and purpose by the Great Dead One. While his morose appearance and manner give the impress of one obsessed solely with death, Agdayne is in fact quite level-headed and inestimably wise due to the fact that he has lived for thousands of years and witnessed the lands history as it transpired. Agdayne and the other Grave Wardens take their jobs very seriously; while they welcome visitors to the Crypt as a matter of course and harbor to ill will towards humans in general, they will not hesitate to cut down infidels who would defile the graves they so miraculously attend.”
- **Agdayne's Black Robes -** "Robe worn by Agdayne of the Undead Crypt. Life itself is suffering; or karma, as some have called it. The embrace of death awaits all things, But does death mean an end to suffering?"
- **Darkdrift -** "Katana of Grave Warden Agdayne. Has a crystal-clear blade and a strong attack that slices through enemy shields. The katana was originally wielded by the one who gave us the first death, and still exists imperfectly between planes. Effect: shield piercing (strong attack)"
- **Crypt Blacksword -** "Ultra greatsword symbolizing guardianship over the Undead Crypt. The sword has never seen the light of day, and is steeped in dark." *the weapon Agdayne wields when summoned*

12.08 Captain Drummond: Defender of the Great Fort

- **When speaking to Captain Drummond, in the Giant's memories**

"What are you doing here? You are not one of our soldiers. And I don't take you for a mercenary. Whoever you are, this is no battle to involve yourself in. Whether you are guided by bravery, or brashness, this is no place for you."

"Whoever you are, I forgive your trespass. But leave this place immediately. Just mention my name, and no man will challenge your

exit. And even if you don't, by now, my men have not the will to resist."

"Soon, the Giants will descend upon this fort. It is revenge, for the Kingdom's misguided barbarism. The venerable Lord built this kingdom to bring prosperity to His subjects. What has transformed him so, I can not imagine."

"Long ago, the King crossed the seas, pillaged the land of Giants, and brought back a "prize". It was then that the golems materialized. The Giants are no ordinary barbarians. A singular rage burns within their hearts. My father, and his father, both fought the Giants on this very land. The Giants have wills of steel. They cannot find it within themselves… To forgive the misdeeds of our lord."

"Did you see him? That towering monster among them. That is most certainly their King. He will be a thing to topple, hah hah hah hah, even if I should die trying! My blade may break, my arrows fall wide, but my will shall never be broken. Those who live by the sword will die by it, and I, Drummond, won't go down without drawing mine!"

"Be gone with you, this fort will soon fall. Be gone, before the Giants are entirely upon us."

After Defeating the Giant Lord - "Take these. I think you may just need them. Don't ask me why. I just do."

- **Captain Drummond** - "Captain of the Drangleic army battalion stationed at the fort during the invasion by the Giants. He is a noble, honorable, and highly competent commander whose family has protected the kingdom from the Giant scourge for generations. Captain Drummond and his men stood bravely against grim odds and very few of them survived; it is said that with the help of an unnamed hero they where finally able to defeat the King of the Giants and bring an end to the war."
- **Drangleic Helm** - "A traditional Drangleic helmet Belonged to Captain Drummond. In his day, King Vendrick was fair and just, and expected the same of his liegemen. This helm was proof of King Vendrick's trust, an honor, until his transfiguration."
- **Drangleic Armor** - "Traditional Drangleic armor. Belonged to Captain Drummond. Drummond's ancestors have served Drangleic for generations, principally as defenders of the great fort, but Captain Drummond is the last in this proud line."
- **Drangleic Sword/Shield** - "An heirloom passed from grandfather to father, and then from father to son. Drummond, and those before him, held this shield when facing those who would threaten their great land."

12.09 Magerold: Aye Siwmae

- **When speaking to Magerold**

"What? Who're you? Who, me? I'm Magerold, who else? What? Have a look at my wares."

"I'm mainly a treasure hunter, you see. I'm only a merchant on the side. I roam about, looking for a find, following my instincts. I don't care what a thing is worth. What matters is whether it grabs me. Do I enjoy what I do? Well…That's a good question. But I suppose I must, I…I've been doing it for ages."

"There's good iron in these parts. An old king even used it to build a castle. But the thing was too heavy, and it slowly sank into the ground. Fires spouted from the earth, and…and the place turned into this. At least, that's what I'm told. Not a bad story, eh? So, what'll it be? Anything for you today?"

"Hey, You know that odd fellow? With the hulking blue sword. He talks really highly of it, but I got a feeling it's a fake. I didn't want to disappoint him, so I just sort of talked around it. Let me just say, there are lots of "legendary swords" out there."

"Have you heard of the shrine on the eastern edge of Drangleic? Built to honor the dragons, they say. If only I knew how to get there, I'd go and I'd comb it for goodies."

- **Traveling Merchant Hat** - "Hat worn by merchants from Lanafir, where blue represents knowledge. Wearing this increases item discovery. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd. Effect: Raises item discovery"
- **Traveling Merchant Coat** - "Coat worn by merchants from Lanafir. The eagle is normally a symbol of strength, but in Lanafir it symbolizes wealth. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd."

12.10 Ornifex: The Weaponsmith

- **When speaking to Ornifex**

"Thank you for helping me. I am Ornifex. I owe you some form of thanks, but have nothing for you at the moment. If it would not trouble you, could you visit my abode just down the way?"

"Thank you, kind traveler I believe that I can be of assistance if you would visit me at my home."

"Oh, we meet again, kind traveler This is my workshop. In your tongue, I believe I would be called a blacksmith. I create all manner of equipment, using an ancient technique unique to my…people. Normally I only cater to a very select few… But I have a debt to you. I will craft one thing of your choice. My wares are far from ordinary. I am certain that they will please you. I require no payment this time. But you must bring me a Wondrous Soul. My technique absolutely requires it. I trust you will understand."

"If you provide a Wondrous Soul, I will create one thing of your choice. I require no payment this time. It is my way of saying

thanks."

"The nature of an item is greatly influenced by the soul that was used to create it. They can be tricky to use, but when wielded properly, are extremely powerful. This is what I meant by unique. These wares are not for use by ordinary folk."

"It's hard to believe now, but this land was once a flourishing kingdom. Its king, Vendrick, came close to unlocking the essence of the soul. What a dazzling soul he surely had… Imagine what I might create with such a powerful soul…"

"It is said that our technique originates from a strange being that inhabited this land. A pale beast that lived long, long ago. We don't even know what exactly it was. If you find a Wondrous Soul, bring it by for me to have a look."

"Do you find me strange? Skee hee. You humans are always this way. The way you glare at any unfamiliar creature. That mix of curiosity, fear, and revulsion. Oh, well. It hardly concerns me."

- **Imagery** - Ornifex looks like the bird creatures found in the Painted World of Ariamis in DKS1

Chapter 13 Minor Characters We can Talk to

13.01 Strowen, Morrel, and Griant: The Retired Firekeepers

- **Cutscene, when first entering the house (Strowen speaking)**

"Heh heh heh… What seems to be the ruckus? Ooh, my! Your face. The face of the curse. It's an Undead. An Undead has come to play. Heh heh… They all end up here, all the ones like you. You spoke to that kind old dear, didn't you? Heh heh… You're finished. You'll go Hollow. Yes, you will become one of them. Hollows prey upon men, feast upon their souls. This is the fate of the cursed. Heh heh heh… What is your name?"

"At least you know your own name. Here's your reward for sharing. It's a Human Effigy. Take a closer look… Who do you think it's supposed to be? Think back, deep into your past. Yes, it's an effigy of you."

"All people come here for the same reason. To break the curse. You're no different, I should think? Hmm… doesn't stand a chance. Well, you never know! Go through the door and trot along to the kingdom. But remember, hold on to your souls. They're all that keep you from going Hollow. Oh, I'll fool you no longer… You'll lose your souls…All of them. Over and over again."

- **When speaking to Strowen**

"You must go, on a journey without rest. Well…I suppose, if you find yourself at an impasse… But if your will is yet unbroken, then you may return here. To start again, with a clean slate… Hah hah hah…"

"Still determined as ever, I see… Heh heh… Do you wish to start all over again? Now, go along. On a journey without rest. Heh heh…"

- **When speaking to Milibeth**

"My name is Milibeth. The old women were once Fire Keepers. I am here to look after them. It is what my mother did, and her mother before her, and so on."

"The old women were keepers of the fire. But now, the fire shows signs of fading… And the kingdom…is beset by Hollows…"

"The old women are sisters. I am told there was a fourth. They have looked like that for as long as I have known them. Long ago, Fire Keepers were commonplace. But now they are lost, scattered to the winds."

- **Milibeth** - "A housemaid who lives with the three retired Firekeepers in Things Betwixt. Milibeth cares for the elderly sisters and handles the chores and housework, a role fulfilled by many generations of her maternal ancestors before her."

13.02 Milibeth: The Housekeeper

- **When speaking to Milibeth**

"This is a limbo. A link between Drangleic and the outer world. Fair traveler, I know that you must have a story. Why else would you visit such a place? This lost, decayed kingdom."

"My name is Milibeth. The old women were once Fire Keepers. I am here to look after them. It is what my mother did, and her mother before her, and so on."

"The old women were keepers of the fire. But now, the fire shows signs of fading… And the kingdom…is beset by Hollows…"

"The old women are sisters. I am told there was a fourth. They have looked like that for as long as I have known them. Long ago, Fire Keepers were commonplace. But now they are lost, scattered to the winds."

After defeating the ogres near the coffin - "You have proven yourself to the forest. We have little to offer, except perhaps these. May they bring fortune to your journey, in some small way."

- **Milibeth** - "A housemaid who lives with the three retired Firekeepers in Things Betwixt. Milibeth cares for the elderly sisters and handles the chores and housework, a role fulfilled by many generations of her maternal ancestors before her."
- **Handmaidens Ladle** - "An ordinary kitchen ladle. He who chooses this as a weapon either faces extenuating

circumstances or has an odd sense of humor. If you care for your life, leave this one in the kitchen."

13.03 Maughlin: The Armorer

- **When speaking to Maughlin**

"Err, oh, hello there! W-welcome, to my shop. I-I'm Maughlin, and I sell armor Oh, sorry, I… Please, do have a look at my wares. I could really use the business… If you'd be so kind… Meeting Again Oh, hello again. I-I hope you find something of use."

"Oh, I was hoping that you would come. I've stocked some new things, and I thought you might be interested. They've been selling rather well, and I may step up operations soon. I'm…well I'm surprising even myself, to be honest."

"Um, sorry, have we met? Oh sorry, it's just I've been awfully busy lately. Care to look over my wares? Please, be my guest. I upgraded my stock recently. Although it may be a bit out of your reach…"

When gifting the transparent Auros Set - "In a spot of bother are we? Here, take this. My compliments."

"I came from the west, from Volgen. Have you been there? It's a lively place, vibrant with trade. Very competitive, of course. And y-you have to grease the wheels to get anywhere. But I didn't have the funding for that, so I left home in hopes of striking gold. It's been years since then, and I've… well I've made very little headway…hah hah I don't even know why I'm still here… Everything's all run-down and dying… It's t-terrible for business, really…"

"A group calling themselves the Blue Sentinels have gained much power in Volgen. You can't even run a shop without their blessing. They claim to be working for the greater good, oh…but it's absolute hogwash."

"Did I mention before that I'm not from these parts? I was on a journey… And somehow ended up here… The desolation here was disenchanting at first. But over time, things started to turn my way. Yeah, I-I've got a good few regulars now. They're all strangely desperate, and quite willing to pay a premium. Sadly, some of them never come back. But I try not to think about it."

"Have you seen that warrior lugging that giant blue sword about? I'm no expert, but that appears to be a fine specimen. The monstrous thing has a peculiar design, quite unlike anything found in Volgen. If you should speak to him, would you ask him if he won't sell it? I'd have to take another look, but I'm confident I could offer quite a price."

"I considered returning to my homeland, but I've decided to stay a while longer. I've started to turn a handsome profit now, and I can't bear to give it up. Heh."

"I'm rich, I'm rich…Mwa hah hah! I don't need to go home anymore! Home…home…? Where…where is home…?"

"That sword that you've got… May I, um, have a look at it? Hmm, it's…yeah…it's interesting, it's… Oh, no, I'm afraid…sorry, I'm afraid this is a fake. It's not worth much at all. The original must be somewhere, I would imagine."

- **Tseldora Robe** - "Robe worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle. Its design recalls Tseldora's glory days, the peak of the brightstone boom. Effect: Increases number of Souls acquired"

13.04 Lenigrast: The Blacksmith

- **When speaking to Chloanne**

"You see that blacksmith over there? Is he one of those…Hollows? He seems to keep eyeing me up. He sort of looks like my father. He's a blacksmith, too, you see. The poor man's such a worrywort. But…he wouldn't follow me out here, would he?"

- **When speaking to Lenigrast**

"Who are you? Oh, it doesn't matter, just help me open this door. I packed my tools in here, seeing it was vacant… but now somebody's gone and locked the door."

"I'm a blacksmith. I'm nothing without my tools. Bring me that key. Chop chop!"

"Ah, yes, very good. Now I can get to work. But first, let me set up. Come again later."

"You, stand back. This is dangerous work. Oh, you're that traveler. The name's Lenigrast. I appreciate your help, but… I don't like travelers one bit. A man ought to labor with his feet planted firmly in the earth. Not roam around like you flirtatious vagabonds. Oh, what does it matter… Go on, show me what you've got. Your equipment. Let me have a look. But do it quick."

"Drat, you're worse than my reckless daughter. Don't spend you're whole life in transit, you hear?"

"You'll need souls to repair and improve equipment. I know only of smithing, but souls have many other uses, as well. Don't waste your souls on useless trinkets. Think before you spend."

"Equipment can be strengthened with rare orestone. But such orestone won't come easily. My girl knows her stones, but she's always out prancing about. Now, there's a time for travels, but you can't wander the world forever. Even you must have someone waiting back home…"

"I see that you have an ember. Where did you get it? I hear that embers were once used in a special process to fortify weapons. But

the whole art was lost long ago. Blacksmiths can't use embers any more. Including myself, I'm afraid. Just keep it as a souvenir."

"My witless daughter finally came home. Just as oblivious as she's always been. Well, at least now I can keep an eye on her."

"Stones? Try asking my daughter. You might be surprised."

"Now, don't go near that scum near the pit. The scoundrel's name is Gilligan, and he's infamous in our home town. Yes, everyone's heard of him, as he always manages to stir up trouble."

"Gilligan can certainly be helpful at times, but he's a real conniver when it comes to money. Hah, there are even people out for his life. And you can bet he brought it on himself."

- **Lenigrast** - "A simple and humble blacksmith when Lenigrast became undead he moved to Majula to continue practicing his trade... In spite of his eloquent and somewhat haughty exterior, Lenigrast is a family man and firmly believes in settling down t establish a permanent home; he speaks of his transient daughter Chloanne with the exasperation and worry of a doting father."
- **Blacksmiths Hammer -** "An ordinary hammer used by a blacksmith. Can be used as a hammer, but not to any great effect, as it was made to shape weapons, not serve as one."
- **Chloanne** - "Chloanne is the daughter of Blacksmith Lenigrast, much to her father's dismay she has taken up the profession of a wandering ore trader, combing the land's mineral deposits for rare and valuable stones. Chloanne's relaxed, carefree disposition contrasts sharply with her father's rigid stoicism and although both are good people at heart, their lack of common ground has made it difficult for them to live with each other. Nevertheless convincing Chloanne to settle down in a safe place- even if only in the short term will greatly ease her father's mind."

13.05 Chloanne: The Stone Trader

- **When speaking to Lenigrast**

"Drat, you're worse than my reckless daughter. Don't spend you're whole life in transit, you hear?"
"My witless daughter finally came home. Just as oblivious as she's always been. Well, at least now I can keep an eye on her."
"Stones? Try asking my daughter. You might be surprised."

- **When speaking to Chloanne**

"Are you a traveler?I am Chloanne, an orestone trader. I travel about collecting rare stones, which I sell to make my living.
I never planned to visit this gods-forsaken place. But I don't know… I just sort of ended up here. I must've just wandered in…Heh… But, now that I'm here, I've been scouting around for rare bits. Oh, don't look at me like that! Many of these stones are quite useful. For instance, certain stones are used in smithing. Ahh, now your ears prick up! Heh. I've extras, if you can pay. This is my trade, after all!"

"I came here in search of rare stones, but… The place is nothing like I was told. All this poison, and you can't get very far inside. Don't just go haplessly wandering about."

"These stones may look all the same, but to the trained eye, each is unique. Some of them are used to smith weapons and armor, and some unique stones provide special benefits. Some of them are extremely rare, and should be used with great thrift. None of the differences are easily spotted, but I've learned quite a lot, really! Heh."

"Drangleic… How is it that I ended up here? It's funny… I can't seem to remember."

"I've searched every nook and cranny here. I suppose it's time to move on. Perhaps we'll meet again, if we live that long! Heh."

"I suppose it's about time I moved shop…"

"Oh, fancy meeting you here[Majula]. Speak up if you need anything at all. Alright?"

"These stones may look all the same, but to the trained eye, each is unique. Some of them are used to smith weapons and armor, and some unique stones provide special benefits. Some of them are extremely rare, and should be used with great thrift. None of the differences are easily spotted, but I've learned quite a lot, really! Heh."

"You know how they call this place Drangleic, right? Well, in the old lore, in stories and the like, they said it had another name… What was it? Well… I don't know, it's just something I heard. Since long, long ago, many kingdoms have risen and fallen on this very spot. Each like a great flame, that turns to soot. Maybe that's why people don't remember much about the past…"

"You see that blacksmith over there? Is he one of those…Hollows? He seems to keep eyeing me up. He sort of looks like my father. He's a blacksmith, too, you see. The poor man's such a worrywort. But…he wouldn't follow me out here, would he?"

"I was born in a land to the west, Volgen. Famous for its merchants. There were great, bustling cities. But for me, they were suffocating. And so I set out, in search of stones in faraway lands. There are dangers, for certain, but I much prefer to live this way. But…For the life of me, I can't remember how I ended up here… It's as if…I were drawn to the place… or lured in…Oh, I don't know…"

- **Chloanne** - "Chloanne is the daughter of Blacksmith Lenigrast, much to her father's dismay she has taken up the profession of a wandering ore trader, combing the land's mineral deposits for rare and valuable stones. Chloanne's relaxed,

carefree disposition contrasts sharply with her father's rigid stoicism and although both are good people at heart, their lack of common ground has made it difficult for them to live with each other. Nevertheless convincing Chloanne to settle down in a safe place- even if only in the short term will greatly ease her father's mind."

13.06 Steady Hand McDuff: The Ancient Blacksmith

- **When speaking to Lenigrast**

"I see that you have an ember. Where did you get it? I hear that embers were once used in a special process to fortify weapons. But the whole art was lost long ago. Blacksmiths can't use embers any more. Including myself, I'm afraid. Just keep it as a souvenir."

- **When speaking to McDuff**

"Meh heh heh… Oh why can't they all be this easy?…Meh heh heh Hmph! Hmm! We've got a wild one here! Shape up! Shape up, I say! Oh-hoh hoh hoh! That's it, yes, that's the way! Dear flame…how brightly you burn! Meh heh heh… I ought to fetch a new ember… Flame, dear flame…"

"Flame flame…I smell flame upon you. I'm McDuff the blacksmith; all I want is a little flame. So, hand that ember to me. Right now, you imbecile."

"Oh-hoh! What a marvelous ember! You've got stones, I pray. Give me stones, and I'll fortify your gear."

"Flame, dear flame… I give you my all, and you waver and falter. Meh heh heh…"

"From the start of time, flame allowed man to flourish. And even now, he devises new fiery arts. But…His reason makes him doubt flame. And so we waver…and falter…"

"The power of flame, power of the gods… In the end, it is all beyond our reach. And so, flame allures us, and we attempt to harness its power. Flame, dear flame…"

"If you walk with flame, then I salute you. Take these."

- **McDuff -** "A master blacksmith who lives only for his trade. Quiet and unsociable by nature, he despises distractions to the extent that he locked himself in the Bastille to concentrate on his smithing. McDuff's long career in the fore has given him and intimate understanding of fire and brought him to the realization that the power of flame was never meant for humankind thought this wealth of experience has brought the world's fundamental truths nearly within his grasp, McDuff lacks the words to express his thoughts to others; his vast knowledge and erudite wisdom are easily misinterpreted as madness due to his antisocial disposition and obsession with fire."
- **Craftsman's Hammer -** "An old smithing hammer. Looks like a typical hammer, but is in fact incredibly sturdy. Some say it was the hammer used long ago by a famed blacksmith of yore."
- **Dull Ember -** "An ember radiating a dull light. This flame seems nearly exhausted, but exhibits an eerie resilience. Perhaps this is its ordinary state?"

13.07 Benhart: A Man Bound by Honor

- **When speaking to Benhart**

"Have you business with me? The way yonder's all blocked up you see. By this god-awful statue. Heavens above. Who thought it a good idea to put it there!"

"Ohhhh, I'm in quite the pickle now. See that statue? Gives me the willies. Stare at it for long enough, it starts to look alive. Ach, It just does nae seem quite right. There are no craftsmen round these parts. Hey, you don't think a real-life person was turned to stone, do you?"

"What?! Clearing the way was your doing, was it? Haah, didn't think you had it in yer pal. No no no. That's not like it sounds, you know! It was a pleasant surprise, that's all. Name's Benhart. Thanks to you, I can resume my journey. If we share the same path, I'm sure that we are gonna meet again. I'll repay my debt to you in battle. And I swear it by my sword. The road ahead's gonna be long, but I'm here to help. Gah hah hah hah hah!"

"I am in yer debt. It's a true man who honors his debts. And I'll see mine paid. I swear it, by my ancient sword."

"Ho! Well met, friend. Good to see you well. Yes, hehh hehh, very good indeed."

"I journeyed from the distant east to perfect my swordsmanship. Legend has it that powerful beings slumber in this land. This sword, it's been in my family for generations. And only a real man can wield it true. I may face any manner of man or beast, but none shall be a match for my sword. Heh heh heh heh…"

"This land is a right mess, eh? King's gone, and the people have a mad glint in their eyes. The land itself is overrun by terrible beasts. No better place to test my sword, ey? Heh heh heh heh…"

"Well, we meet again! What you doing here[FotFG]? Who'dve thought we'd meet in a place like this. Fate just won't let us stay apart, will she? Gah hah hah hah hah hah!"

"See the old sword's caught your attention? Well, you've a good eye, then. Ah, it's been in my family for generations. They say it is

crafted with moonlight, and we all know what that means, it wards off evil. And I would nae trade her for all the riches in the world. They say that no man has ever teased oot the sword's true power. But in the right hands…Heh heh heh heh heh heh…"

"I see you've taken a liking to the sword. Well, I applaud you, for you've a sharp eye. But this is one sword pal that I will nae be giving up. If you still insist on having it… Then you will have to pry it from my cold hands! Gah hah hah hah hah hah!"

"I've a great debt to you. And I'll never forget it. I, Benhart, swear by my honor, to aid you in your darkest hour! So nae problem pal."

"Oh! Look at you! Old friend! I see yer travels weigh upon you yet. Just remember, I'm always ready to help."

"My homeland is in the far east. A kingdom of honorable fighting men. And this sword yet awaits a true man to wield it. I know how swords think, you see! Gah hah hah hah!"

"We have outwitted death a good many times. Huh huh, My dear friend, take these."

- **When speaking to Maughlin**

"Have you seen that warrior lugging that giant blue sword about? I'm no expert, but that appears to be a fine specimen. The monstrous thing has a peculiar design, quite unlike anything found in Volgen. If you should speak to him, would you ask him if he won't sell it? I'd have to take another look, but I'm confident I could offer quite a price."

"That sword that you've got… May I, um, have a look at it? Hmm, it's…yeah…it's interesting, it's… Oh, no, I'm afrai…sorry, I'm afraid this is a fake. It's not worth much at all. The original must be somewhere, I would imagine."

- **When speaking to Magerold**

"Hey, You know that odd fellow? With the hulking blue sword. He talks really highly of it, but I got a feeling it's a fake. I didn't want to disappoint him, so I just sort of talked around it. Let me just say, there are lots of "legendary swords" out there."

- **Bluemoon Greatsword** - "The blade of this greatsword shines like the brilliant rays of the moon. In the oldest legends, rarely spoken of today, it is said that the sword was born of a great white being. Then, what explains this lifeless weapon? Perhaps there has been some mistake…"
- **Benhart's Parma** - "Small shield of Benhart of Jugo. This parma, emblazoned with a family crest of some sort, has clearly been around for several generations, but has no special value."
- **Benhart's Armor** - "Armor of unknown origin. Belonged to Benhart of Jugo. Apparently Benhart found this while wandering land to land, but its origins are unknown. He wore it all the time, he adored it so, leaving a slight odor."

13.08 Lucatiel: Knight of Mirrah

- **When speaking to Lucatiel**

"What is it? I don't know you, and you don't know me. Things are better that way."

"Phew… Heh heh. You are an odd one. Normally, people keep a safe distance when they see this mask. But you… I am called Lucatiel. From the land of Mirrah, to the far east. across the mountains. They say Drangleic brims with powerful souls. And so I came to claim my share. But what a strange place…Even the rumors did not prepare me."

"You are an odd one, indeed. I've always made a point of avoiding people. While you've made a point of engaging me. I can see that you are mid-journey. If you require assistance, I will help you. I come from Mirrah, a land of knights. My sword is always ready. Don't hesitate to call upon me. Whatever happens, I won't be missed…"

"I thought that might be you. You haven't changed a bit, have you? Heh heh. The longer I am here, the more madness I discover. A wretched place, indeed, but not without traces of its former glory. What could have caused such degradation?"

"Ah, yes, I have not thanked you for humoring me the other day. This is for you. Of course, I've no idea what it is. Heh heh."

"Our land of Mirrah is surrounded by enemies, and constantly at war. There is only one way up in Mirrah. Join the Order, and prove yourself in battle. My family had little fortune, and no name. I had to carve out a piece of the world for myself… …with two things. My sword, and my loyalty to my Lord."

"I was raised to wield a sword from birth. Life was hard, but I never gave it a second thought. I had swift success on the battlefield, and quickly attained respectable stature. And then I… And then I came here… to…"

"Have you heard of the Undead? These poor souls affected by the curse. An Undead gradually loses his humanity, until his wits degrade completely. Finally, he turns Hollow, and preys upon others. And a Hollow can never be human again. One can skirt this wicked fate only with the help of the souls found here. Assuming, of course, that the legends are true. I can only hope…that they are."

"I'm sorry…to burden you with talk of my fate. I suppose I've grown weary these days."

"Still on the road, are you? Sorry to have burdened you so. This is for you, by way of an apology."

"I've found my thoughts growing hazy. My memories are fading, oldest first. The curse is doing its work upon me. I am frightened… Terribly so… If everything should fade…What will be left of me…"

"I had an older brother. We learned to fence together. He became the most decorated swordsman in all of Mirrah. I never even compared to him. In fact, I never beat him, not once. But then, one day…he was gone, lost without a trace. Now I'm certain. That he was taken, by the curse."

"If only someone would hear my tale… My brother must have come here, too. Soon, I may forget even about him…"
"Oh…You… My thoughts…are very…scattered… "
"What is this curse? The question rings in my mind, but I haven't the focus to answer it."

"Loss frightens me to no end. Loss of memory, loss of self. If I were told that by killing you, I would be freed of this curse… Then I would draw my sword without hesitation. I don't want to die, I want to exist. I would sacrifice anything, anything at all for this. It shames me, but it is the truth."

"Sometimes, I feel obsessed… with this insignificant thing called "self". But even so, I am compelled to preserve it. Am I wrong to feel so? Surely you'd do the same, in my shoes? … Maybe we're all cursed… From the moment we're born…"

"Who are you… Oh…No, forgive me… I know you…Yes, of course."
"How goes your journey? I know not what you seek in this far-away land… But I pray for your safety."
"My name is Lucatiel. I beg of you, remember my name. For I may not myself…"
"Please take these. Consider this thanks, for keeping me sane…"

- **Lucatiel's Mask -** "Mask attached to a ceremonial hat. Normally hats and masks are separate, but these two have been adjoined."
- **Lucatiel's Vest -** "Vest worn by knights while on travel. Belonged to Lucatiel of Mirrah. Only those who have distinguished themselves on the battlefield were admitted into the elite ranks of Mirrah's official order of knights. It is common to hear of a peasant's dream of striving for knighthood as an escape from hardship, but who would ever think it possible?"
- **Mirrah Greatsword -** "Greatsword issued to the proud knights of Mirrah's official order. This one was wielded by Lucatiel. This greatsword demands advanced skill in a rare and unique sword technique. A tiny message is inscribed in the blade, a promise to someone special." *A promise from Lucatiel to Aslatiel*
- **Old Mirrah Greatsword -** "Greatsword issued to the proud knights of Mirrah's official order. This greatsword demands advanced skill in a rare and unique sword technique. A tiny message is inscribed in the blade, a promise to someone special." *A promise from Aslatiel to Lucatiel*

13.09 Carhillion: Of the Fold

- **When speaking to Carhillion**

"Hmm… I see light, but it remains dim… I am Carhillion, and I've no interest in the magic-impaired."

"Hmm…I sense power… Very well. From this day, you shall be my new pupil. I am Carhillion. Carhillion of the Fold. Surely you've heard the name? Now, now, do not be afraid. Let us explore the limits of sorcery."

"The forces of magic, and souls, lie dormant in this land. It is a fitting place to hone my sorceries. I suspect that I may even conjure up new spells here. Sorcery is yet a mystery, even to me. Let us mature together, young pupil."

"Use scrolls to unleash the power of sorceries. But the power of each scroll is reliant on that of its owner. The untrained cannot wield a scroll to its proper potential. Never forget, young pupil… There are no shortcuts to mastery."

"Young pupil, may we meet again, in Majula."

"Oh, so you've finally decided to join us? Let us resume our exploration of sorcery."

"Sorcery and pyromancy thrive in Melfia. I've spent much time there, trying to perfect my art. But staying was a mistake. The fools there had no interest in truth. Their ambitions were paltry, and their smiles cloying. I was sick to the back teeth of their petty squabbles. There was nothing for me in that forsaken land."

"On my trip here, I met a strange girl once or twice. After a time, I never saw her again. I wonder where she went off to. We spoke only a few times, but… A fair lass, if a bit clumsy. I hope that she is safe."

"I sense a dark power here. Something akin to sorcery… Only more…primordial… I wish to find out more about it, but as we see, this place is in ruins. Just what happened here?"

"Sorcery was created long, long ago. Some say it was originated by the great pale being… But we've no way of knowing if such claims are true. Many sorceries were lost over the ages. Before pyromancy, there were fire sorceries, but they are long forgotten."

"So, the girl's[Rosabeth] been here too. I'm glad to see her safe, whatever that's worth."

"Ah, here, a fitting gift for you. Seek higher planes, young pupil."

- **When speaking to Rosabeth**

"Thank you so much! I'm very happy for this gift. After I change into this, I'm heading for Majula. I'm not sure where I might find Milord. But perhaps Majula is my best chance."

"I have my very own teacher. His name is Carhillion of the Fold, a famed sorcerer in Melfia, our home town. I was fascinated by sorcery! And so…! Well, he's so unique, you see… When he set out for Drangleic, I couldn't let him go alone. But we were separated…quite early on, I'm afraid…"

"I'm rather unskilled…Milord probably ditched me. But oddly, I'm a fast learner when it comes to pyromancy. What we're fascinated by, and we're skilled at, are not always the same thing. Why can't I just focus on what I truly enjoy? Ooh, dear, I shouldn't be so choosy! It's hardly my place…"

"I finally tracked down my teacher. But I've decided to keep at it alone. I need to see what I can achieve by myself."

"Master Carhillion and I are from Melfia, to the south. A land lush with sorcery and pyromancy. Master Carhillion polished his art at one of our renowned magic academies. But he argued that the academies were terrible places to learn magic… This quite angered Master Glocken, my previous teacher…"

"Once, Master Carhillion spoke excitedly of this land. He made talk of the remnants…of some great power, and the deep abyss that surrounds it. I tried to ask more… But he didn't seem to hear. …I'll never be good enough, will I…"

13.10 Rosabeth: The Clumsy Girl

- **When speaking to Rosabeth**

"First Encounter Cough! Cough cough! Th-th…Thank…thank you… Cough cough! I've been…petrified…hard to…speak… Cough! Oww… Give me…a moment, please!"

"I'm fine, I think. Hrgg! No no no, I'm fine! Really, I am! Um, my name is Rosabeth. Thank you so much for rescuing me. Phew…"

"Oh, you're that traveler! I still haven't thanked you! Well, I'm quite a hand at pyromancy. So, perhaps… You could consider this my thanks?"

"I was attacked, and turned to stone…I think… I owe you my life! If you had not come… I feel shameful…wearing these rags…"

“Um…I hate to burden you further, as you've already saved my life… But…just look at me, my clothes are in tatters. Do you have any clothing that you could spare? I'll take anything, whatever you don't need. I'm not particular when it comes to apparel. Anything at all will do. Just put it on the ground, and I'll change into it later."

"I'm going back to Majula. I hope we can meet again!"

"Thank you so much! I'm very happy for this gift. After I change into this, I'm heading for Majula. I'm not sure where I might find Milord. But perhaps Majula is my best chance."

"Oh! There you are! I'm here in Majula thanks entirely to you. You even were kind enough to clothe me. Thank you so very much. The only thing I can offer is pyromancy, but if that might help you, come to me."

"I have my very own teacher. His name is Carhillion of the Fold, a famed sorcerer in Melfia, our home town. I was fascinated by sorcery! And so…! Well, he's so unique, you see… When he set out for Drangleic, I couldn't let him go alone. But we were separated…quite early on, I'm afraid…"

"I'm rather unskilled…Milord probably ditched me. But oddly, I'm a fast learner when it comes to pyromancy. What we're fascinated by, and we're skilled at, are not always the same thing. Why can't I just focus on what I truly enjoy? Ooh, dear, I shouldn't be so choosy! It's hardly my place…"

"It was a perilous trek across the mountains. I faced the most frightful things… The number of times I nearly died! Tee hee!"

"I finally tracked down my teacher. But I've decided to keep at it alone. I need to see what I can achieve by myself."

"Master Carhillion and I are from Melfia, to the south. A land lush with sorcery and pyromancy. Master Carhillion polished his art at one of our renowned magic academies. But he argued that the academies were terrible places to learn magic… This quite angered Master Glocken, my previous teacher…"

"Once, Master Carhillion spoke excitedly of this land. He made talk of the remnants…of some great power, and the deep abyss that surrounds it. I tried to ask more… But he didn't seem to hear. …I'll never be good enough, will I…"

- **When speaking to Carhillion**

"On my trip here, I met a strange girl[Rosabeth] once or twice. After a time, I never saw her again. I wonder where she went off to. We spoke only a few times, but… A fair lass, if a bit clumsy. I hope that she is safe."

"So, the girl's[Rosabeth] been here too. I'm glad to see her safe, whatever that's worth."

13.11 Vengarl: The Disembodied Head

- **When speaking to Vengarl**

"Leave me be. I like it quiet. Leave me be."

"What business have you here, traveler? You may call me Vengarl. If I deserve a name, in this sorry state. Tis rare to flap these gums. This is pleasant."

"Long ago, I was hired to defend the kingdom. I remember a long, brutal fight, and then… Somebody killed me. Or so I thought… I came to, and found myself like this. I don't know what explains it, but it's not so bad, really. And now I watch the days go by, and gaze at the night sky, thinking of the finer things, far removed from war. I'd grown weary of battle, but did not realize it until now."

"I know not what brings you on this journey, nor will I deign to ask. You may bear a great burden, but don't we all? I prefer to stay my distance. But I want to warn you of something. My body. I see visions; my body, headless, raging without me. My body, wielding my sword, a sword forged only to kill. My body will show no mercy. If you see the wretched thing, stay far away."

"I learn new things every day. Things never learned in battle. And, thanks to you, I've recalled the joy of conversation. If I can help you, if you require something, do speak up."

"I cannot lie. Sometimes I wonder what's become of the kingdom. I was a hired hand, yes, but we soldiers stared death in the eye together. And for His Highness…I am afraid… But, perhaps it is for the best. We knew not what we fought for."

"I was born in Forossa. It's a land in the distant east. When I was born, we were already mired in prolonged conflict with our neighbours. Eventually, our kingdom fell, and our people scattered. I've been a sellsword ever since. All I ever knew was war, and I can imagine no other way to live. What a fool I was."

"I am grateful for these peaceful days. But such contentment lies only in the here and now. Why must life be so confounding…"

"Thank you, for lending an ear to my ramblings. Here, take these. I have no use for them. Go along, and resume your journey."

"Ah, it was you, who vanquished my body. It is my body, you see, and I can sense what happens to it. I do not mourn for it. Good riddance! If you wish for help, summon me. I am rusty in battle, but will fight by your side."

- **Vengarl** - "A bestial warrior originally born in the kingdom of Forossa... or whats left of him. When Forossa eventually collapsed from constant warfare and strife, its people dispersed and many became bandits or sellswords. Vengarl, who had spent his entire on the battlefield and knew only how to fight, found himself supporting the Drangleic army as a mercenary. He was dedicated in an especially bloody battle but, by some inexplicable twist of did not die; when he awoke his body was gone and all that remained of him was his severed head."
- **Vengarl's Helmet** - "Helmet worn by the ferocious Vengarl of Forossa. As Vengarl's helmet suggests, he was not unlike a mad beast on the battlefield."
- **Vengarl's Armor** - "Armor of the ferocious Vengarl of Forossa. Vengarl was known as a raging, deadly warrior. Even Forossa's Lion Knights, a motley crew of rabid fighters, kept him at arm's length."
- **Red Rust Sword** - "Straight sword of warrior Vengarl of Forossa. This sword is battle-worn and terribly rusted, but remains a deadly weapon owing to its incredible weight. Legend has it that it was built to test the limits of the strength of Forossa knights, until Vengarl swung it about like a wooden plaything, claiming ownership by demonstration."
- **Red Rust Scimitar** - "Curved sword of warrior Vengarl of Forossa. This sword is battle-worn and terribly rusted, but remains a deadly weapon owning to its incredible weight. Legend has it that it was built to test the limits of the strength of Forossa Knights, until Vengarl swung it about like a wooden plaything, claiming ownership by demonstration."
- **Red Rust Shield** - "Shield of warrior Vengarl of Forossa. The chisels on the face were carved by Vengarl, to count the heads he claimed. The shield is terribly rusted and worn, but incredibly powerful, as if the deeds of its previous owner have rubbed off on it."

13.12 Felkin: The Outcast

- **When Speaking to Felkin**

"I don't know who you are…But leave me be. The frailty…of the weak… Disrupts the Dark…"
"Leave me alone. I am interested in one thing. Dark. You haven't the gift."

"The Dark stirs… I see…The Dark has sparked within you… My name is Felkin. I will trade with you. What do you need?"

"This land…lies closest to the Dark… Th-that is…that is why I came here. This kingdom…collapsed long ago. All that are left… Are either Undead or Hollow… Save a few misfits like myself…hah hah."

"I w-went…I went…I went to a great school…in the south… But neither sorcery nor pyromancy appealed…I… I-I learned nothing… nothing at all… I-it was there that I happened upon the Dark. It drew me in… The nebulous Dark… Soon, I was drawn to this land, where Dark runs deeper than anywhere else."

"Hexes originated in…ancient times. They were once…a form of sorcery. But the practice was lost…then later rediscovered. Those devoted to hexes are a lonely lot… But nevertheless…they give their lives to their art. Such is the fate…of we practitioners of

Dark…"

"What drew me to the Dark…I…I…I do not know. Hexes ar…are more than mere tools to me… I feel affinity…and warmth… Something universal, nostalgia…even… Those who discover Dark…realize this… And…they never come back."

"These…are for you… Together, into the Dark…"

- **Hexer's Hood** - "Hood worn by a hexer. Grants slight increase to spell uses. Belonged to Felkin the Outcast. Hexing appears to be an offshoot of sorcery, but its specific origins are unknown. Effect: Increases number of casts for each spell"
- **Hexer's Robes** - "Robes worn by a hexer. Belonged to Felkin the Outcast. Those who have a taste of dark are drawn into its vortex and rarely return. Perhaps it appeals to something deep within the human soul."
- **Sunset Staff** - "A staff said to have been forged in Aldia. A catalyst for sorceries and hexes. Particularly powerful for casting hexes. The mysterious Lord Aldia secluded himself inside a manor to conduct various experiments. Those invited to the manor disappeared, replaced over time with malformed beasts that roamed its halls." *His Staff*
- **Dark Weapon** - "Felkin the Outcast applied his art to transform Magic Weapon into a hex. Adds dark damage to the types of damage the weapon already inflicts. Those who choose the path of dark are admonished by all manner of sorcerers. But this does not stop the curious from being drawn to this strangely alluring craft."
- **Resonant Flesh** - "A hex developed independently by Outcast Felkin. Transforms a certain number of souls into HP over a period of time. Something gained, something lost."
- **Resonant Weapon** - "A hex developed independently by Outcast Felkin. Transforms a certain number of souls into attack power over a period of time. Something gained, something lost."

13.13 Straid of Olaphis: "Feeble Cursed One!"

- **When speaking to Straid**

"Still a bit stiff, I'm afraid. Heh heh heh… I must thank you, young traveler. I am Straid. A wandering sorcerer of sorts. I've been a guest for a very long time. But I don't think that anybody will miss me!"

"Cursed one, you lack intelligence. Weak, so terribly weak… Heh heh heh…"

"Hm-hmm… Very good, very good indeed. Cursed one, weak you may be, but I, Straid, will teach you my spells."

"Souls! I need souls! You cursed fool! If you seek my strength, bring me souls! Bigger, stronger souls! Heh heh…"

"Well! This is a most peculiar soul. Very good, very good indeed. Unusual souls produce unusual spells. Heh heh heh…"
"Well! This is a most charming soul. Very good, very good indeed. My power is yours! Let it serve your desires! Heh heh heh…"
"Well! This is a most twisted soul. Very good, very good indeed. Prepare to peer straight into the heart of magic. Heh heh heh…"

"Feeble cursed one! Do you really think you can manage the glories that are my spells?"
"Feeble cursed one! Let's hope the magnificence of my spells does not deter you! Heh heh!"

"So, how long was I sat petrified… Long enough for the old kingdom to have crumbled, I see. Long enough for Olaphis to rise, fall, and fade away, evidently. Why didn't anyone wake me sooner?! Heh heh…"

"Drangleic… I've never heard the name. Is that what they call this place now? Hah hah…Very good, very good indeed."

"The cursed ones were imprisoned within this land. Of course, you came of your own free will. Heh heh… The people feared the cursed ones like a plague. Some people would rather keep dreadful things out of sight, out of mind. In the end they swept them up and corralled them here. So very typical of meek minds, don't you think?"

"Once people became aware of their own frailty… They seized anybody they found undesirable, cursed or no, and impounded them here. Whoever posed even the slightest threat, was removed. All so that they could sleep better at night. They even turned the great Straid into a stone! Hah hah!"

"Many kingdoms rose and fell on this tract of earth; mine was by no means the first. Anything that has a beginning also has an end. No flame, however brilliant, does not one day splutter and fade. But then, from the ashes, the flame reignites, and a new kingdom is born, sporting a new face. It is all a curse! Heh heh heh!"

"And it is your cursed flesh that will inherit the flame. Heh heh…Pyromancy was created by the ancient witch of fire. She harnessed the power of flame, and melded it into pyromancy. The witch led her daughters into war against the Old Ones. But legends are legends. What are you prepared to believe? Heh heh…"

"Cursed one, take these. Put them on, and please, stop being so weak. Heh heh…"

- **Dispelling Ring** - "A protective ring set with gemstones of four different colors. Increases the wearer's resistance to magic, lightning, fire and dark. The artistry required to attune the varying powers of four different stones within one ring could only be described as transcendental. There is only one sorcerer who could have done this; a man from the lost land of Olaphis."

- **Ring of Resistance** - "A protective ring with four blessed gems. Increases resistance to poison, bleeding, petrification, and curses. A creation of the lost land of Olaphis. The sorcerer who created this was so powerful that he became widely feared."
- **Heavy Homing Soul Arrow** - "One of the sorceries developed by Straid, the great mage of ancient Olaphis. Fires thick, powerful soul arrows that seek their targets to the ends of the earth."
- **Homing Soul Arrow** - "One of the sorceries devised by Straid, the great mage of ancient Olaphis. Fires soul arrows that follow their targets to the ends of the earth."
- **Soul Bolt** - "One of the sorceries devised by Straid, the great mage of ancient Olaphis. Straid started with an unwieldy spell that back-fired on its caster, and in time, perfected it."
- **Flame Swathe** - "One of the pyromancies devised by Straid, the great mage of ancient Olaphis. Great flames envelop and immolate faraway foes. Straid, always immersed in magic, never accepted an apprentice. As a result, much of his extensive knowledge is permanently lost."
- **Lingering Flame** - "One of the pyromancies devised by Straid, the great mage of ancient Olaphis. Release a static fireball that explodes when foes draw near. Straid was an oddly gifted mage, well-versed in both sorceries and pyromancies, but his curious temperament never allowed him to settle down in one place for very long."
- **Black Hood** - "Grants slight increase to spellcasting speed. Belonged to Straid of Olaphis. Straid was invited to the old kingdom of Olaphis for his wisdom, but its depth was such that people soon feared him, and in the end Straid was led into a dreadful trap."
- **Black Robes** - "A black robe. Enchanted with resistance to magic. Belonged to Straid of Olaphis. Straid spent several lifetimes as stone. During this hiatus, kingdoms rose and fell, until the land called Drangleic came to be."
- **Staff of Wisdom** - "Staff of the lost land of Olaphis. Sorcery-dedicated catalyst. Cannot be used to cast hexes. The crystal at the tip of the staff greatly augments spell strength. Already a finely-crafted staff, made even more effective by its crystal, the brilliance of which has been polished over time with powerful magic."

13.14 Royal Sorcerer Navlaan: Would You do a Spot of Murder on His Behalf?

- **When speaking to Navlaan**

First encounter while human - "P-please, just stay away. No, please, don't come near me. Nothing good will come of it. Just leave me alone, please. Leave this place, and leave me be, as I'd not see any harm befall you. Please, just leave me alone."

Re-encounter while human - "I haven't said anything strange, have I? I have absolutely no intention of leaving here. Do not attempt to help me. Just let me sit here, and wither quietly away…"

First Encounter while hollow - "Well, you're nicely hollowed, aren't you… Are you tormented by memories? Burdened by guilt? Now the question. Are you ready for more? If you are, then we ought to talk… This? This contains my power. Long ago…This… naive vessel of mine set about devising new spells. The fool dreamt of bringing new forms of magic into the world. But instead, he created me. Mostly by chance, but he did a fine job, I must say. What he sought was strength. And so, I decided to demonstrate. While my vessel slept, I'd find my mark, and hunt him down. But my vessel did not approve. And so while I slept, he sealed the both of us away. Now, I don't have anything against humans, but how is it that you go about defining good and evil? I'm only using what the Gods gave me. How can that be so wrong? So, what say you to a spot of murder on my behalf? If you don't, I'll leave this place, and take more lives. Many more. I couldn't give a fig either way. So, what's your choice?"

Answering NO to a quest - "Yes, yes, of course. Forget that I asked. That's what "good people" do, am I right? Your feeble mind can't begin to comprehend me. Not that you've ever tried! Heh heh…"

Answering YES to a quest - "Yes, I see, how very kind of you. I want you to kill a merchant named Gilligan. A greedy, foul man. He won't be missed, I assure you. Hmm…Yes… Bring me a Ladder Miniature as proof. He's the only person who'd have such an odd knick-knack…Heh heh… I want you to kill a merchant named Gilligan. And don't forget that Ladder Miniature. Heh heh…"

"Heh heh heh…Fine work. This is my thanks. Take it. Now, let's discuss our next mark."

"I want you to kill one more. Your target will be Cale, the man who's drafting that map. While I was trapped in here, he touched me, that maniac, like I was some rare specimen. He wore a strange helm. Bring it back as proof. Yes, I knew I could count on you. Perhaps this will slake my thirst. I want you to kill Cale, the cartographer. Bring his helm as proof."

"Heh heh heh…Fine work. This is my thanks. Take it. Now, let's discuss our next mark."

"I want you to kill one more. You target is Felkin, the hexer. As proof, bring me that peculiar sceptre of his. What do you say? Yes, very good. But he will be formidable. Be cautious. I want you to kill Felkin. That's Felkin, the hexer. He has that sceptre. Bring it to me as proof."

"Heh heh heh…Fine work. This is my thanks. Take it. Now, let's discuss something of importance."

"You could kill a dozen like that, and it wouldn't matter. I want you to kill someone of import. I want you to kill the girl in Majula known as the Muse. They say that she is the last Fire Keeper. But they say a lot of things… That she's a gentle shepherd, lighting the way for you cursed fools. Nonsense. Once she is dead, I will have no regrets, and I will be content to remain here. The girl will have a peculiar feather. Bring it to me. Now, go along. Heh heh… Your mark is the girl in Majula known as the muse. And don't forget that

feather. Heh heh heh…"

Answering NO to fourth quest - "Having second thoughts? It's your choice. Ah hah hah, now you're getting nervous, hmm?"

"Yes, that's the feather. Good, oh that is very good! Your reward, take it. Heh heh heh…"

After quests have been completed - "What do you require? You've been good to me. Go on, tell me what you need."

"Now I am at peace. I will sit here, and watch the world turn. Heh heh…"

After pulling lever while human - "By the very gods…What have you done… You've really done it…You'll never escape him…"

After pulling lever while hollow - "Hmgh… I hope you appreciate the ramifications. Well, no matter. What's done is done. Besides, I've found myself a new mark…Gah hah hah… I'll spend some time traveling the lands… Slowly tracking my new mark…"

- **Unleash Magic** - "Boosts magic within the body beyond even your own limits, but at great cost to HP. The terrible deeds carried out in Aldia led to the unintentional birth of several shadowy things, all of them eerily malformed." *Reward for one of his quests*
- **Forbidden Sun** - "Pyromancy developed in Aldian rites. Fires a giant fireball with a widely encompassing explosion. What could possibly justify such excessive destructive power? In all likelihood, the madmen of Aldia never even questioned the need." *Reward for one of his quests*
- **Scraps of Life** - "An esoteric spell created by Navlaan, the infamous exiled sorcerer. Awakens the souls of the long-buried dead. The heretic Navlaan was executed along with his entire village, and the mere utterance of his name became a crime. Some say it was because he sought to restore the banned art of resurrection."
- **Darkstorm** - "An esoteric spell created by Navlaan, the infamous exiled sorcerer. Creates a local vortex of dark flame. The heretic Navlaan was executed along with his entire village, and the mere utterance of his name became a crime. Some say it was because he sought to restore the banned art of resurrection."
- **Chaos Hood** - "~~Hood worn by a chaos sorcerer. He calls himself Navlaan, now.~~ *Hood worn by a chaos sorcerer. The man claims to have sealed himself away, but who's ever heard of sentient magic? It is no doubt difficult to judge the veracity of the man's words, but this hood certainly seems to possess an unusual power.*"
- **Chaos Rapier** - "Rapier of darkness and chaos ~~Navlaan claims to have sealed himself away to prevent tragedy, but could a sorcery truly possess a will of its own? Truth can be elusive, and the tales surrounding him are questionable. Only, it is clear a strange power possesses this rapier.~~ *Rapier of darkness and chaos. Once, a brilliant young sorcerer cast away his earthly desires, devoting himself entirely to the Dark that bewitched him. Nebulous, inky and serene, the Dark holds an allure matched only by the fear it strikes in men's hearts. Could it be nature, holding a mirror to mankind?"*
- **Chaos Shield** - "Shield of darkness and chaos ~~Navlaan claims to have sealed himself away to prevent tragedy, but could a sorcery truly possess a will of its own? Truth can be elusive, and the tales surrounding him are questionable. Only, it is clear a strange power possesses this shield.~~ *Shield of darkness and chaos. Once, a brilliant young sorcerer cast away his earthly desires, devoting himself entirely to the Dark that bewitched him. Nebulous, inky and serene, the Dark holds an allure matched only by the fear it strikes in men's hearts. Could it be nature, holding a mirror to mankind?"*
- **Imagery:** Navlaan's skin color is blue, like that of the Fenito.

13.15 Cale: The Cartographer

- **When speaking to Cale**

"Oh, I'm sorry. I was just…daydreaming, I think. My name is Cale. I am a traveler, like yourself. I'm navigating the continent to create a map."

"Why cartography, you ask? Well…That's a good question… When I first came to this forsaken land… …It was…um…hmm…? Err…A curse…? Err…Something about a curse… Hah hah…How embarrassing. I seem to be losing my focus these days. But I do know one thing for certain. I have always been very fond of maps."

"I came to this land some time ago. Drangleic, the lost kingdom… It sounded so romantic… Have you seen Majula? There's a rather spacious mansion there. I…I've made it my temporary home. A…As something of a squatter, I'm afraid."

"Inside the mansion, I found a strange map. Like none I'd ever seen. I believe that it's a map of Drangleic. Now I'm traveling the land to prove it. Yes, yes, that's it! That's why I came to the kingdom! Wait…No, that wasn't it… Then what? I don't seem to recall…"

"Were you looking for that map? Wonderful! Then you're fascinated by maps, just like me?! Shame on you, you should have told me before! Here, take this! A key to the mansion! What a joy to meet a kindred spirit out here…"

"Incredible really, isn't it? Such a map, to be chiseled in stone… Oh, but one thing… I would not venture deep into the mansion. I can't be certain, but… I've heard disturbing noises… Something about it feels wrong… Just be careful, please."

"I'll be back in Majula soon. Perhaps we will meet again, and discuss maps at our leisure!"

"Oh! Hello again! You've made it. The map, I presume? Of course, take a good look!"

"Did you see the flame on the map? It wasn't there when I came here before. I don't know what explains it…"

"But there is something greatly comforting about that flame. It seems to fulfill something very precious, deep within the soul… Something…essential…"

"I would not venture far into that hole. It was blocked by a wall, something built long ago. But it was crumbling, and I finished the job. Now a foul sound echoes within…"

After meeting Creighton - "Ah yes, there is something I wanted to tell you. I was born in the land of Mirrah. Mirrah is also the home of an infamous killer, a 'knight' in name alone. He was locked in the dungeon for multiple murders. But shortly before his execution, he managed to escape. And the other day… I saw a fellow with a striking likeness! And then! And then…Wait… Well…I think he looked rather similar… N-no, it's true! I saw just such a man, I swear! I believe his name was…Cr…Cr…err Cray-something…I believe… They shared…some resemblance, I…I think…"

"Even more flames have appeared. I don't know what causes it."

"It seems that all the flames have been lit. It makes me feel…somehow… Wait! What…am I doing here? Who are you again?"

- **Cale's Leather Armor** - "Armor of a light Mirrah foot soldier. Belonged to Cale the Cartographer. Apparently Cale procured this inexpensively second-hand, but it's surprisingly well-made."
- **House Key** - "Key to the abandoned house in Majula. Received from Cale the Cartographer. In the past, Majula served as a dumping ground for horrible things, but is now a gathering place for those with no better place to go. It seems this house in Majula was the final home for a few such souls."

13.16 Licia: Wolf in Sheep's Clothing

- **When speaking to Licia**

"Are you from these parts? My name is Licia. I have come to spread the art of miracles, a practice of which I am a disciple. I can see that you are well suited to comprehend their wondrous power. But the cost of it? That's for your heart to decide."

"Just speak up if you're in need of miracles. That's why I'm here, after all."

"I'd heard awful rumors about this place, and I'm afraid they were all true. The king, gone. The earth, ravaged. The burden on the people weighs heavy. I fear that by now, they may have scarce room in their hearts for miracles…"

"Why did I come here? Well… Do I need any other reason, than to spread the gospel of miracles? My preceptor always said this art should be shared with the world. And such is my only wish."

"Sometimes I fight the urge to pack up and go back home. It is, well…I must do this. And being out here all alone only makes this a more fitting test of my fortitude."

"I expected this cathedral to be bustling, but there's hardly a soul to be found here. Without any goings-on, I'll have to move soon. To a place I could gull the… Sorry, help the gullible by teaching the good word…Hah hah…"

"Oh, hello there… An honor to see you again. This room is not as it seems. There are two, not one, pathways leading out. And only this lovely thing reveals the other path. And this, you lovely thing… Only runs on miracles! Shall I provide you with one?"

"To cast miracles, you must have strong faith in the gods. Miracles began as tales told by gods. We preserve their will with lore, pray to their greatness, and are blessed in return. You must nourish your faith."

"Miracles have been passed down through us since the First Flame. Isn't it extraordinary to think they've existed since the very origins of the world? And now, you can have this power for yourself. Don't miss out on the road to enlightenment!"

"What is the First Flame? Well, it's… Hmm, you're not ready to comprehend it, I'm afraid! You require more faith! And more miracles. Many more miracles!"

"You've had quite a journey, I can see… You must have a glorious number of souls by now… What a wonderful feeling that must be…Heh heh…"

"You deserve to have these. For your faith has truly deepened. Go on, and seek greater miracles. With your faith, you deserve no less!"

- **Saint's Hood** - "Hood worn by miracle-casting clerics. Grants slight increase to spell uses. Belonged to Licia of Lindelt. Lindelt is founded upon stringent commandments. Its inhabitants often travel to distant lands for ascetic training, but more than a few of these trainees liberate themselves from Lindelt's teachings in the process. Effect: Increases number of casts for each spell."
- **Saint's Dress** - "Dress worn by miracle-casting clerics. Belonged to Licia of Lindelt. While it's true Licia dedicated herself to miracles, it's rare for anyone to pass through life without trouble. Even clerics aren't always who they seem."
- **Idol's Chime** - "Sacred chime of Licia of Lindelt. A catalyst for miracles and hexes. In any town there will be a few folk with unusual urges. They either endeavor to resist these urges, or act upon them out of the view of others. The world is not

so welcoming they may bare their souls true."

- **Rotunda Lockstone** - “A stone which rotates the Majula Rotunda. Insert into the central pillar to align the rotunda with a different passageway. Nothing magical about it, but a fine feat of engineering.”
- **Crushed Eye Orb -** "A crushed eye orb with an unfocused gaze. The crushed eye writhes unsteadily, in search of dishonorable miscreants. Where are the fiends, where are they…"

13.07 Tark: The Manscorpion

- **When Speaking to Tark**

"Human, are we? This is no place for you. Be gone."

"Are you not afraid of me? Humans rarely come here. Those who do turn back when they see me. Or make an attempt on my life. But you, heh…are different."

"We once had a master. He created us long, long ago. But he was born with a fatal flaw. He resented those who had what he lacked, and became fully mired in hatred. Eventually, he drove himself mad. It was at the peak of this madness that he conjured up we strange creatures."

"Our master was a tragically lonely soul. Eventually, his solitude eroded his very reason. In the end, he never understood… …what it was that he truly lacked."

"Nobody knows when we were born. Or where our master has gone. The only ones who even speak a human tongue are myself and my better half."

"I wish to ask a favor of you. I want you to kill my betrothed. Once, I always found her at my side. But as time went on, things went awry. She became violent, raging uncontrollably. Eventually she came after me. And we've been locked in combat ever since."

"We seem to be at a standstill. The wounds we exchange are never lethal. I was born of my master's madness. Perhaps this is some curse. I will be sure to assist you in return."

"The past is a distant fog… My name was Tark… That is all that I remember…"

After defeating Najka - "You've defeated my better half. This is my thanks. Take it."

"Long ago, there was a being with powers similar to ours. The creature took the form of a spider. But I don't know where it disappeared to. Perhaps it was seduced by madness."

After defeating Freja - "What skill. You've defeated my master. But our master never dies, only changes form, so that he may seethe for all eternity. Brave human, you have yet to face your greatest perils. Take these. May joy await you at the end of your travels."

- **Tark** - “The product of a twisted experiment in a age post past, Tark's body is human above the waist and scorpion below. While is terrifying appearance unilaterally scares away most visitors or misleads them into assuming he is a monster and attacking him, in actual fact Tark is a respectable and upstanding person who apparent loneliness is more than understandable given his circumstances. Tark resides in the Shaded Ruins and originally lived with his wife Najka, a female human-scorpion born from the same experiment as he. Najka's transformation, however, had rendered her mind fragile and unstable; she gradually went insane and ultimatum developed into a raging beast.”
- **Black Scorpion Stinger** - "Manscorpion Tark's thrusting sword. The scorpion pincer guard contains poison, which is injected into foes pierced by the blade. Tark's past is a thing obscure. But then again, do any of us know who we are, let alone what we may have been?"

13.18 Creighton: The Wanderer

- **When speaking to Pate**

"Oh yes, you be cautious if you go any farther. There's treasure in there, for certain, but the entrance locks from behind. I saw the same design earlier, and it's the same contraption, I'm sure. I was with this warrior, you see, and he[Creighton] insisted that he go inside first. The rather brusque fellow tried to swipe the loot for himself, but it trapped him inside. I still have the gent's ring. I do hope he wasn't harmed."

- **When speaking to Creighton**

"Who are you? I thought you were that bastard for a moment. You've set me free. Now I can find him. The cheeky prick. He won't know what hit him."

"I am Creighton, of Mirrah. I travel from land to land to hone my blade. I've heard this land was full of danger. I thought it would suit me perfectly. I joined forces with a man on the way, but he was no more than a back-stabbing knave. He took the first chance he had to try and off me. I decided to set a trap for him here, but then I got trapped myself. I can't believe that I was so dense. Thank the stars that you came along."

"You be careful of him. Pate, I think he said. He wears this rather unusual ring. You know it when you see it. I've seen his type before. He kills entirely for the pleasure of it. I'm sure I won't be his last victim. The man's better off dead, I tell you. He's a slick talker, so don't let him fool you."

"Pate, the man with the strange ring. Watch out for the slimy rat. And don't you believe a word he says. I'll find the common footpad, and put an end to his roguery. Heh heh."

"Heh heh…Just wait, you dirty rat… Hm? Oh…Oh! I-I remember you?! Don't you scare me like that. I thought you were him."

"That bastard with the ring lives in Brightstone Cove down the way. I'm gonna find him and settle the score. Nobody insults me like that."

"For the good of the world, and for my own honor. I won't let that bastard live another day. Heh heh…"

"Damn! You're tougher than you[Pate] look!"

"…Serves you[Pate] right…Hah hah hah! …Hah hah…Hah hah hah hah!"

"…I did it[killed Pate]…Hah hah! Thanks for your help. He was no pushover… Here, take this, and go to my bolt-hole down the way. What's there is yours. Just a small token of appreciation. You did me well."

if you already killed Pate - "Oh, you. What do you want? That bastard's run off somewhere."

if wearing the Ring of Thorns - "Your ring! That's his[Pate] ring[Ring of Thorns]! You're not friends with the bastard, are you? Hand that ring over to me. He's no friend of yours. You can do without it. Think carefully before you answer."

- **Speaking to Cale**

"Ah yes, there is something I wanted to tell you. I was born in the land of Mirrah. Mirrah is also the home of an infamous killer, a 'knight' in name alone. He was locked in the dungeon for multiple murders. But shortly before his execution, he managed to escape. And the other day… I saw a fellow with a striking likeness! And then! And then…Wait… Well…I think he looked rather similar… N-no, it's true! I saw just such a man, I swear! I believe his name was…Cr…Cr…err Cray-something…I believe… They shared… some resemblance, I…I think…"

- **Creighton's Chainmail** - "Atypical chainmail. Belonged to Creighton the Wanderer. Its design resembles that of the knight order of the eastern land of Mirrah, but with some odd differences that catch the eye. Perhaps it is a finely-crafted imitation."

13.19 Pate: Mild Mannered Treasure Hunter

- **When speaking to Creighton**

"Who are you? I thought you were that bastard for a moment. You've set me free. Now I can find him. The cheeky prick. He won't know what hit him."

"I am Creighton, of Mirrah. I travel from land to land to hone my blade. I've heard this land was full of danger. I thought it would suit me perfectly. I joined forces with a man on the way, but he was no more than a back-stabbing knave. He took the first chance he had to try and off me. I decided to set a trap for him here, but then I got trapped myself. I can't believe that I was so dense. Thank the stars that you came along."

"You be careful of him. Pate, I think he said. He wears this rather unusual ring. You know it when you see it. I've seen his type before. He kills entirely for the pleasure of it. I'm sure I won't be his last victim. The man's better off dead, I tell you. He's a slick talker, so don't let him fool you."

"Pate, the man with the strange ring. Watch out for the slimy rat. And don't you believe a word he says. I'll find the common footpad, and put an end to his roguery. Heh heh."

- **When speaking to Pate**

"Hello there. Traveling all alone in these treacherous times? Well, I hope you have a very good reason. Oh, hogwash, who am I to judge? Hah… My name is Pate. I journey hither and thither…On a sort of… …treasure hunt, you might call it. Be careful out there. There's talk of unsavory bandits who prey upon travelers like yourself."

"Oh yes, you be cautious if you go any farther. There's treasure in there, for certain, but the entrance locks from behind. I saw the same design earlier, and it's the same contraption, I'm sure. I was with this warrior, you see, and he[Creighton?] insisted that he go inside first. The rather brusque fellow tried to swipe the loot for himself, but it trapped him inside. I still have the gent's ring. I do hope he wasn't harmed."

"I'll leave this one to you. I'm worried about what might be inside."

"Well, I see you managed to escape. I hope that brave warrior didn't come a cropper either. Be careful out there. There's talk of unsavory bandits who prey upon travelers like yourself."

"Oh, but you should take this. It allows Undead to call out for help to one another, across the fissures between worlds. With luck, somebody will lend you a hand."

"I wanted to warn you of the trap down the way, but you walked right past me. My name is Pate. I journey hither and thither…On a sort of… …treasure hunt, you might call it. Be careful out there. There's talk of unsavory bandits who prey upon travelers like

yourself."

"Good to see you safe."

"Well, we meet again. There's treasure this way… But I've a bad feeling about it. I don't quite have the guts myself! Hah hah…"

"Well, good to see that you survived. Perhaps you're more rugged than I thought. In any case, the treasure is yours. Since you went ahead, and took the leap."

"I prefer a more cautious approach. It's hard to know who to even trust these days. For instance, I've heard that a man is out for my life. Now, what misunderstanding could have ever led to that? The poor bloke must have quite an imagination. Heh…"

"You be careful, too, my friend. For trust can be a dangerous thing."

"He[Creighton] swung at me! Please, lend me a hand!"

"What misunderstanding could have caused this? Well. Thank you. I owe you my life. My little pied-à-terre lies beyond here. You'll find some of my treasures there. Help yourself to those that suit you."

"Here, use this key. Be cautious on your travels."

Opening the trapped chest - "Ooh, that'll leave a nice scar!"

- **Pate's Armor** - "Although it appears to be common armor, it has in fact been meticulously customized. Belonged to mild-mannered Pate. This has been considerably altered. Perhaps it was pillaged."
- **Pate's Spear** - "A long spear wielded by Pate. This appears to be a very ordinary spear, but seems to have accumulated power over the course of countless battles. It is not always advisable to stand out. Especially if you have something to hide."
- **Pate's Shield** - "Pate's favorite greatshield. Appears rather humdrum, but in fact was forged by layering thin sheets of iron, a process that creates a shield with excellent defense for its weight. It is not always advisable to stand out. Especially if you have something to hide."
- **Ring of Thorns** - "Ring granted protection by Kremmel, god of Struggle. The ring's spikes drive into the wearer's skin, so that each blow taken fuels spite toward the perpetrator. When damage is taken, the ring retaliates and inflicts damage upon enemy."

13.20 Cromwell: The Pardoner

- **When speaking to Cromwell**

"Something seems to be bothering you. Yes, yes, I can tell. It is written upon your face. You have doubts, about something you did. I am Cromwell. Regret, anguish, disillusion, bewilderment. What wonderful gifts they are. Together, they are the essence of life. Don't you agree?"

"But now, you are lost, bewildered by your own actions. You poor little thing. Yes, yes, how tiny and frail are we. But if your heart is yet sincere, your sins will be forgiven. Now is the chance. Demonstrate your sincerity to me."

"Ask that your sins be forgiven. I, Cromwell, will pardon your sins."
"We must never forget our sins."
"You seek indulgence? Then tell me of your transgression."

"…Your sin has been forgiven. May your contrition be sincere and enduring."

"Then, you wish to stand and face your own sins? Such virtuous fortitude is rare, and I sincerely commend it."

"Anyone can be forgiven, as long as he is sincere. No matter how terrible the sin. Surely, we all deserve mercy, yes."

"These are for you. We all deserve mercy, every last one of us."

- **Robe of Judgment** - "Robe honoring an ancient goddess. Sin was said to be her domain, but the name of this goddess is long forgotten. Little is known about what purpose the mask served, only that it was worn by a person of great authority."

13.21 Targray: The Blue Sentinel

- **When speaking to Targray**

"Transient being. This is no place for one such as you. Be gone. You are not needed."

"Transient being, nothing has changed. You would never make a Knight of the Blue, and I have nothing more to say. Be gone. You are not needed."

With a Token of Fidelity - "Transient being. You have obtained proof, you are worthy of joining our Order. You may call yourself one of us, and are free to plant your roots in this garden of the gods. Be proud. I, Targray, do proclaim, from this day, you are a Knight of

the Blue. Rejoice, and bask in your new honor."

Yes - "You are no longer a mere vagabond. You are now a guardian, a Knight of the Blue. Proud knight, take this. Wear this ring, and shine light upon stone. Then, you will hear the voices of the blue apostles. Listen for their cries of help, and repel the malicious invaders. This is the proud work of the Knights of the Blue, the way they elevate themselves to a higher plane. I'll provide what you need. You may visit me at any time."

No - "Do my ears deceive me? Who would refuse such magnificence? Gods, have mercy…on this halfwit. He knows not what he speaks."

"We Knights of the Blue must rely upon one another to achieve our greater goal. Present your Token of Fidelity. …to test your strength against other knights."

"Proud knight, aim high in all things. We knights must protect the apostles of blue. Never forget this fact, and by your honor, never eschew your training."

"There are others in this forsaken place who have only a lust for blood. They conspire to ambush blue apostles on the road. Knight of the Blue, protect our apostles from these bloodthirsty brigands. Take pride in your duty as a Blue Knight. Work hard, and pursue a higher plane."

"You've achieved much, and approached a higher plane. But our path is long and arduous. We must always seek further challenges. Knight of the Blue, you have accomplished much. You are closer still to a higher plane. You will continue to lead the weak and misguided. May you always stand proud."

"We walk along an endless path. Along the way, we see glimpses of a higher plane. We challenge ourselves, until we breathe our last breath."

"Take these. May you achieve great things."

- **When speaking to Saulden**

"Do you ever cry out for help? The journey of an Undead is long and treacherous. You'll face invaders from other worlds at every turn. If you need help… Why not proclaim faith in the Blue Sentinels? When you face danger, the Blue Sentinels will come to your aid. Protection is yours, if you wish. You need only accept their kind embrace."

"Heide's Tower of Flame lies beyond the far gate. In the cathedral, the apostles of blue gather. But the road leading there is perilous. The gate is rigged with some contraption… But how it works, I just don't know…"

- **When speaking to Maughlin**

"A group calling themselves the Blue Sentinels have gained much power in Volgen. You can't even run a shop without their blessing. They claim to be working for the greater good, oh…but it's absolute hogwash."

- **When speaking to Titchy Gren**

"Have you heard of the Blue Sentinels? They're a thorn in our sides, to say the least. Their men are obsessed with hunting down blood servants. Ah, who cares? It's just another chance to spill more blood. Doesn't that excite you, hm? Heh heh…"

- **Targray's Helm** - "Helm of one who guides others. Belonged to Targray, Knight of the Blue Targray can appear obtuse, but the blue knight means no harm. He only wishes to offer guidance to those in need, for that is his purpose."
- **Targray's Armor** - "Armor of one who guides others. Belonged to Targray, Knight of the Blue The Blue Sentinels have vowed to uplift themselves through tireless training and selfless adherence to order and justice. May this armor ease their difficult journey."
- **Blue Knight's Halberd** - "Halberd of Targray, Knight of the Blue. A fitting weapon for a shepherd of lost souls. Those who put faith in an absolute good also believe in the existence of true evil. But to others, the distinction between the two can be quite unclear."
- **Guardian's Seal** - "Ring of the Blue Sentinel covenant. Join this covenant and wear this ring to be automatically summoned to the worlds of blue apostles who have been invaded by dark spirits. The ring is engraved with the crest of the Way of Blue, symbolizing the dignified oath to protect each world's master from dark spirits."
- **Spirit Tree Shield** - "A shield with a blue relief of a spirit tree. A rather well-built shield decorated by the spirit tree that appears in the allegory of Quella, god of dreams. Has a faint residue of magic, and can deflect spells by parrying."

13.22 Titchy Gren: Blood for the Blood God!!!

- **When speaking to Gren**

"Ooh, welcome, welcome. Do you have a lust for blood?"
"Yes, of course, why else would you be here? Do you give yourself to Nahr Alma?"

"Then you will need blood, lots of it. Undead blood, like your own. But it's not as easy as you think! Nah hah hah… Well, what'dya say? Join the Brotherhood of Blood?"

"Hmm… Well, that can hardly be the whole story. I want to hear what you really think. You want more than just a little blood. You want to be drenched in blood, mired in its foul stench. Am I right? Am I? Oh, just say that I'm right! Nah hah hah…"

"Heh heh heh… I knew it, I knew it! Fantastic! You're the best. Now you are a servant of Nahr Alma. This Crest of Blood is yours. There! Another servant of blood is born! You will serve well, I just know you will! Heh heh…"

"Know anything about Tokens of Spite? Well, you can fight other blood servants with them. I'll reward you if you win. With red orbs. You know, a Cracked Red Eye Orb. Use them to visit other worlds, and seek more blood. Tell me if you need anything else. I'm very generous. Anything to get you covered in blood."

"Have you heard of the Blue Sentinels? They're a thorn in our sides, to say the least. Their men are obsessed with hunting down blood servants. Ah, who cares? It's just another chance to spill more blood. Doesn't that excite you, hm? Heh heh…"

"Heh heh, wow, you're something. But don't stop now. You can be much nastier than this!"

"You're incredible, you really are. Those who seek blood are driven by a thirst. You have it, too, and that's what makes you good. I couldn't ask for anything more."

"Many Undead are obsessed with blood, but you're beyond the pale. You're absolutely despicable! Hah hah hah! Go, and seek all the blood that you desire. The rest is up to you."

"You want blood, I know you do… I have to say, you were bloody good. Take these, for all your trouble. But see you don't stain them all red. Heh heh heh…"

- **Crest of Blood** - "Ring of the Brotherhood of Blood covenant. No notable effect. This ring is nothing special. Perhaps, in the end, an oath is but a window into the ambitions of the oath taker. If you have taken this oath, then you know what you want. To be soaked in the blood of your kind."
- **Nahr Alma Robes/Hood** - "Robe worn by servants of Nahr Alma, god of blood. Increases souls acquired for each kill. Belonged to Titchy Gren. Those who profess faith in Nahr Alma Have rejected all that is this world, And now vow to travel a path stained with blood."
- **Scythe of Nahr Alma** - "The scythe used by Titchy Gren, and by believers in Nahr Alma, god of blood. Normally used only in ceremonies. Imbued with the power of dark. This is no place for talk of such things, however."

13.23 Darkdiver Grandahl: Pilgrim of the Dark

- **When speaking to Grandahl**

"Ahh, look how far this Undead has wandered. And a very fit Undead you are. A bit too alive, but with a darkish shadow. Yet still unprepared. For a deeper Dark. And like every Undead, you have no future. Ooh, my, don't mind me. I'm just talking amongst myself. But if you find a need for a truer Dark, then meet again, we shall."

"The Dark is still nascent within you. May the Dark shine your way…May we meet again, somewhere, some time…"

"Young Undead, don't let this curse weigh upon you. We meet a second time. Perhaps you will yet traverse the Dark. Young Undead, if you truly seek the Dark, then we will surely meet again."

"The Dark is still nascent within you. May the Dark shine your way… May we meet again, somewhere, some time…"

"We meet again, young Undead. You have the look of a true seeker. I am Darkdiver Grandahl, seeker of Dark, giver of Dark. If you seek true Dark, I will grant it to you. As much as you desire. Well, then…Is Dark what you wish for?"

"There you are, you are now a Pilgrim of Dark. The Dark Chasm beckons you. Those drawn to the Dark are destined to seek it."

"Finally, you are here, young Undead. Now, open the depths of darkness. Young Undead, the Dark awaits you."

“The mouth to the Dark Chasm is not normally open. If you seek the Dark, young Undead, you must offer a human effigy.”

"The embrace of the Dark is gentle. Let it absorb your sorrows, forever."

Reach Rank 1 in the Pilgrims of the Dark covenant - "Young Undead, the Dark beset upon you runs deeper than I had imagined. Let us see just how much Dark you can endure. You have seen Dark that has existed from times long past. What once was a great void of darkness became but fragments. But slowly, the scattered fragments grew, absorbing all things. It is we who will be pilgrims to these sacred sites."

"I knew that you were special. You are a true Pilgrim of Dark. There is more Dark within you than even you know. Dark is the mother of all. All things were born from it."

"Young Undead, you've discovered the truest Dark within you. A deep, deep Dark it is. The Dark that we must all face. We need the Abyss, more now than ever."

- **Abyss Seal** - "Ring of the Pilgrims of Dark covenant. Increases the attack strength of hexes, but casting them reduces HP. What is dark? Perhaps we already know. We fear dark, yet find solace in it. Those who join this covenant can see the hidden Dark Chasm." *Given for joining the covenant*
- **Dragon Chime** - "A sacred chime shaped as a dragon. A catalyst for miracles and hexes. This chime sat long in the Dark

Chasm, but still one senses a sublime purity. Only those with the deepest faith can wield this chime, but they will be rewarded with greatly amplified spells." *Given for defeating Darklurker*

- **Xanthous Crown** - 'This blindingly-bright yellow costume was said to be worn by the Xanthous King. Perhaps the heinously towering head cloth crown served some purpose, or perhaps it was some strange display of power." *Reward for rank 3 in covenant*
- **Xanthous Overcoat** - "This blindingly-bright yellow costume was said to be worn by the Xanthous King. Despite the costume's being in near tatters, its yellow hues remain mysteriously unfaded." *Reward for rank 3 in covenant*

13.24 Rat King: An Eminently Noble Being

- **When speaking to Gilligan**

"Oh, yes, somebody told me that the grave of a… of a saint lies below here. Not built by the King, no no. It dates back to a time long before him. The tomb connects to that hole. And there's…there's…there's something about some…some Rat King down there. Hell, if the old rat is as rich as they say, maybe I should go and pay him a visit!"

- **When speaking to Shalquoir**

"You've seen that gaping hole here? Well, there's nasty little vermin down there."

- **When speaking to the Rat King**

"Leave this place, human. We have no time for thy kind. Humans bring nothing but filth."

"Thy welcome wearest thin. Leave this place."

"Is that a Rat Tail, human? Thou'st one of mine rat burrows conquered. This will not go unnoticed. Rejoice, for the right to serve me is now thine. Since thou'rt human still… Permit me ask. Wilt thou thy human soul surrender, and pledge thyself to me? Swearest thou by the sweet-tempered sludge that laps at our bosoms?"

Yes - "Thou hast the eyes of one who perceiveth true beauty. Human, thou mayest serve. Take this ring. It was forged by a human who was once among us. The ring draws to thee those who would defile our burrow. Wear the ring whenever thou'rt near. And destroy those who would dare provoke our ire. I will grant unto thee all thou should so desire. I prithee serve with a true rat's honor."

No - "Of course. Humans are all alike. Get thee gone. We will tolerate thy stench no longer."

If you said No the before - "Thou return'st? I am not unkind. Shouldst thou forbear thy ways, audience shall be thine. Swearest thou to serve me true?"

Yes - "Thou hast the eyes of one who perceiveth true beauty. Human, thou mayest serve. Take this ring. It was forged by a human who was once among us. The ring draws to thee those who would defile our burrow. Wear the ring whenever thou'rt near. And destroy those who would dare provoke our ire. I will grant unto thee all thou should so desire. I prithee serve with a true rat's honor."

No - "Then we need consort no longer."

If you said Yes - "Speak thy mind, servant. My servant, tell me the way of things. There has been much honor in thy service, despite the human blood coursing thy veins. I am merciful, and trust in thee as I would any rat."

"The insolent fools line up to trample upon our burrows. My servant, dispatch these invaders, and thy reward will be handsome indeed."

"Knowest thee of the Lockstones? Those odd contraptions fashioned by human hand long ago. Thou art human, and thence able. I know thy kind, base plotters and schemers all. Put these contraptions to thy employ 'gainst thy foe."

"I am aware of thine accomplishments, and they are not few. Long ago, I struck an accord with a human chieftain. 'Twas agreed, Humans would rule the lands lapped by the sun's rays, and rats, all that was below. But humans are liars all, schemers and cheats. Thou art from a different cloth cut. Do not disappoint me."

"Thy deeds are known to me. Still, there is ever more work to be done. Humans are creatures of greed. The time came they broke their word, and hunted us down. I had their word the underworld was ours to rule, untouched as it is, by the rays of the sun. The more humans coveted, the more blinded they became as to what truly mattered. And that is why I pity the fools called humans. My servant, human scent lingers upon thee yet. Rid thyself of it, if thou canst."

"My servant, well met indeed. 'Twould seem some sunlight-poisoned creatures are worthy of great honor. Thou'st permitted me to dream. One day, rats and humans may yet live and die together, in peace."

- **The Rat King** - “King of the rats who dwell in the underground domain. Easily underestimated due to his plain appearance and modest stature, in reality he is a just, honorable, and virtuous ruler. The Rat King harbors a deep and bitter distrust of all who walk the surface world, especially Humans; while this often causes him to give the impression of haughtiness and contempt, he does not bear such ill sentiment without good reason. By demonstrating your loyalty and dedications to him, however, you may be able to restore a measure of his faith in humankind and convince him to open up to you about his past.”
- **Crest of the Rat** - "Ring of the Rat King covenant. Join this covenant and wear this ring to lure trespassers of the Rat King's territory into your world. If you receive this ring, rejoice in the opportunity to demonstrate your allegiance to an

eminently noble being."

- **Royal Rat Vanguard** - “A servant of the Rat King tasked with overseeing the Grave of Saints burrow and testing the worthiness of those who seek an audience with his lord. The loyal rodent can be identified among his subordinates by the dark ridge of fur on his back, perhaps a symbol of his status in the underground kingdom.”
- **Royal Rat Vanguard Soul** - "Soul of the Rat King's Vanguard, of the underground realm. The Rat King's loyal servant judges the worthiness of those who seek royal audience. Use the special soul of this living statue to acquire numerous souls, or to create something of great worth."
- **Toxic Mist** - "A fringe pyromancy of unknown origin. Creates a powerful cloud of poison mist The poison gradually erodes the target's body, inflicting damage all the while. Whoever created this spell did not believe his enemies deserved a swift death" *Created from Royal Rat Vanguard Soul*
- **Corpse Rat** - "Corpse-foraging giant rats residing in the Grave of Saints. While at first glance they appear to be no more than putrid vermin, these sentient rodents are in fact loyal to subjects of the noble Rat King and will bravely defend their subterranean kingdom against intruders. It is whispered that those who demonstrate their integrity may be granted an audience with the King and, if deemed worthy, initiated into the ranks of righteous rats."
- **Royal Rat Authority** - “A loyal servant of the rat kind and enforcer of his authority, this gargantuan Dog Rat is also responsible for testing the strength and virtue of visitors to his lord's domain.”
- **Royal Rat Authority Soul** - "Soul of the Rat King Authority, of the underground realm. Those who choose to serve the Rat King must have the courage to face His challenges. Use the special soul of this living statue to acquire numerous souls, or to create something of great worth."
- **Acid Surge** - "A fringe pyromancy of unknown origin. Sprays an equipment-eroding acid. Does not directly damage foes, but eats away their equipment instead. Yet another pyromancy inspired by perniciousness." *Created from Royal Rat Authority Soul*
- **Dog Rat** - “Subjects of the Rat King, the origins of theses odd hybrid canine rats remain unknown to all but the rats themselves, They inhabit the doors of Pharros and will bravely defend their realm against intruders.”
- **Rat Tail** - "A severed rat's tail. Demonstrate fidelity by offering it to the Rat King, and strengthen the bond with your covenant. The Rat King is proud and merciful, as any king true to his stature should be. The Rat King looks favorably upon those who follow the path of right, even disgraceful humans."

13.25 Belfy Guard: They Made me do it! Yes, just like so.

- **When speaking to the guard in Belfry Luna**

"Undead! Undead! Keep your hands off our bell, the great Bell of Alken! The bell belongs! To the Princess, it do! Stay back, or we slice! Slice you to bits! Me and my chums, we shan't be miffed! Stay back, or you're pieces! Tiniest pieces! Hah hah hah hah!"

"A long, long, long time ago, the Princess, she made me, yes, just like so! To guard this bell! For the prince's honor! Stay away, foul Undead, or you'll be a goner! Hah hah hah hah! Stay back! It belongs, to the Princess, it do! Mwah hah hah, ooh hoo hoo!"

"Hah hah hah, ooh hoo hoo! You wish to guard the bell, you do? For the Prince, and the Princess, forever, for true?”

Yes - "Hah hah, heh! Here, for you! When you're 'round the bell, you'll be brought near! When the bell is in trouble, the ring brings you here! Slice 'em to shreds, whoever they are! Wherever, whoever, be they near, be they far! Slice 'em to pieces! For the Princess! Hah hah hah! Oh, ah, hoo… Bwah hah hah hah!"

No - "Gah hah hah hah hah! Useless fool! Filthy Undead! Be gone, right now, or it's off with your head! Ah hah hah hah!"

"Ah hah hah! The Princess made me! To guard the Bell of Alken! In Alken! The bell! Of the princess! In Venn! The bell! Of the prince, yes! Tear 'em to shreds, tear 'em to bits! Gather around, and ring the bell swift! We've been ringing this bell forever, we have! Ah hah hah hah!"

- **When speaking to the guard in Belfy Sol**

"Undead! Undead! Keep your hands off our bell, the great Bell of Venn! The bell belongs! To the Prince, it do! Stay back, or we slice! Slice you to bits! Me and my chums, we shan't be miffed! Stay back, or you're pieces! Tiniest pieces! Hah hah hah hah!"

"A long, long, long time ago, the Prince, he made me, yes, just like so! To guard this bell! Princess's honor! Stay away, foul Undead, or you'll be a goner! Hah hah hah hah! Stay back! It belongs to the Prince, yes it do! Mwah hah hah, ooh hoo hoo!"

"Hah hah hah, ooh hoo hoo! You wish to guard the bell, you do? For the Princess, and Prince? Forever, for true?"

Yes - "Hah hah, heh! Here, for you! When you're 'round the bell, you'll be brought near! When the bell is in trouble, the ring brings you here! Slice 'em to shreds, whoever they are! Wherever, whoever, be they near, be they far! Slice 'em to pieces! For the Prince, yes! Hah hah hah! Oh, ah, hoo… Bwah hah hah hah!"

No - "Gah hah hah hah hah! Useless fool! Filthy Undead! Be gone, right now, or it's off with your head! Ah hah hah hah!"

"Ah hah hah! The Prince made me! To guard the Bell of Venn! In Venn! The bell! Of the fine prince! In Alken! The bell! Of the princess! Tear 'em to shreds, tear 'em to bits! Gather around, and ring the bell swift! We've been ringing this bell forever, we have! Ah

hah hah hah!"

- **When speaking to the guard upon leveling up in the covenant**

"Gah hah! Hah hah hah! That's it! Bravo! Tear 'em to shreds! Slice 'em and dice 'em, and bring me their heads! Ah hah hah!"

"Bravo, my friend, look how they've bled! Keep slicin'! And dicin'! Till they're all little shreds, heh! Hah hah, ooh hoo!"

"Hah! Haaaah! You are the best! The absolute best!"

- **Bell Keeper's Seal** - "Ring of the Bell Keeper covenant. Join this covenant and wear this ring to be automatically summoned to the world of an invader of the bell keeper's domain. The twin bells symbolize the bond between two lovers who could never be united. The bell keepers are their eternal guardians. For that is their love; that is their curse."
- **Bell Keeper Bellyband** - "An old bellyband that is oddly comfortable. Belonged to a Bell Keeper. To this day, the forbidden love of the Prince of Alken and the princess of Venn manipulates these marionettes. Surely they never imagined that their dolls would outlast their own kingdoms."
- **Bell Keeper Bow/Shield** - "used by bell keepers. Very light, and requiring hardly any strength. The bells symbolize forbidden love; the bell keepers, their faithful guardians, ever-ready to annihilate trespassers. They will stand watch, for ever and ever, these determined, if ill-fated, marionettes."
- **Bell Keeper -** "The bells are the symbols of forbidden love, and the marionettes who defend them do so with zealous passion. They've been watching over, and ringin', the bells forever. If you seek to stop them, or to ring a bell for yourself, you'll have to face these tiny terrors."

Chapter 14 Minor Characters We Can't Talk to

14.01 Raulmond: Knight of Drangleic

- **Third Dragon Ring** - "A dragon signet ring. Grants its bearer the protection of dragons. Increases HP, stamina, and maximum load, but is easily broken. Raulmond, knight of Drangleic, served the king by guarding the fort until his own demise, and was said to have cherished this ring throughout his life of service."

14.02 Syan: The King's Loyal Knight

- **Royal Guard** - "High-ranking Drangleic knights whose weapons and armor are modeled after those borne by Sir Syan, one of King Vendrick's bravest military leaders. Sir Syan met a dishonorable end on the battlefield during the war with the Giants;' shortly thereafter all of the knights who had been issued replicas of his armor went insane after putting them on."
- **Syan's Armor -** "Replica of the armor of the loyal knight Syan. This solidly-crafted gear offers high defense. Sir Syan was widely known as the Kingdom's most loyal knight, and when the Giants invaded, he volunteered to lead the advance party, but he was slaughtered most dishonorably. The King commissioned replicas of Syan's accoutrements and bestowed them on promising knights, but not long after they donned the armor did most go thoroughly mad."
- **Greatshield of Glory** - "Greatshield of the King's loyal knight Syan. The King commissioned this greatshield specifically for his loyal knight, but Syan met his demise before it's completion."

14.03 Llewellyn: The Master Blacksmith

- **Royal Dirk -** "A dagger fashioned from rare geisteel, boasting an unusually long blade. Geisteel was a precious alloy created in the eastern land of Mirrah, its composition long kept secret from foreign lands. That is, until Chancellor Wellager was ordered by King Vendrick to grant the gifted blacksmith Llewellyn a lifetime contract, whatever the cost, in order to introduce the rare alloy to Drangleic."
- **Espada Ropera** - "Thrusting sword of Chancellor Wellager. Forged with rare geisteel. A masterpiece of the great blacksmith Llewelyn that he brought along as a gift when he left Mirrah for Drangleic."
- **Llewellyn Armor** - "Armor reinforced with rare geisteel. Belonged to Chancellor Wellager. Quality equipment that is both light and strong. Crafted by the castle's resident master smith Llewellyn, and supplied only to a select few. His work easily identified by its lack of ostentation, Llewellyn focused solely on an economy of simplicity and strength."

14.04 Aslatiel of Mirrah: Lucatiel's long lost brother

- **When speaking to Lucatiel**

"I had an older brother. We learned to fence together. He became the most decorated swordsman in all of Mirrah. I never even compared to him. In fact, I never beat him, not once. But then, one day…he was gone, lost without a trace. Now I'm certain. That he was taken, by the curse."

"If only someone would hear my tale… My brother must have come here, too. Soon, I may forget even about him…"

- **Mirrah Greatsword** - "Greatsword issued to the proud knights of Mirrah's official order. This one was wielded by Lucatiel. This greatsword demands advanced skill in a rare and unique sword technique. A tiny message is inscribed in the blade, a promise to someone special." *A promise from Lucatiel to Aslatiel?*
- **Old Mirrah Greatsword** - "Greatsword issued to the proud knights of Mirrah's official order. This greatsword demands advanced skill in a rare and unique sword technique. A tiny message is inscribed in the blade, a promise to someone special." *A promise from Aslatiel to Lucatiel?*
- **Aslatiel** - "Elder brother of Lucatiel of Mirrah. He was known as one of Mirrah's greatest swordsmen but became afflicted

by the Undead Curse and set out for Drangleic in search of a cure. He was never heard from again and his fate and whereabouts were unknown - until now…"

- Aslatiel is an invader that is encountered at the entrance to Aldia's keep, the last bonfire we meet Lucatiel at.

14.05 Eygil: Loyal Follower of the Old Iron King

- **Dance of Fire** - "Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Cast flame in a sweeping motion across a targeted area. The fire seems to dance, and makes its victims dance with it."
- **Fire Snake** - "Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Creates several pillars of flame in front of the caster. Eygil sought to grant fire a will of its own. This pyromancy was conjured up to behave like a snake, writhing toward its prey, with a mind to strike."
- **Smelter Demon Soul** - "Soul of the Smelter Demon, that haunts the castle that sunk into a pool of iron. The Old Iron King's life was taken by a mass of iron that had been given a soul. Was this metal goliath here from the beginning, or as it a product of the king's conceit?."
- **Smelter Demon Armor** - "Armor of the Smelter Demon, a great mass of iron that was given life. High fire defense. The Old Iron King was possessed of a great bounty of ore, but was incinerated by a creature that rose from the infernal depths of the earth."
- **Smelter Sword** - "An ultra greatsword forged from the soul of the Smelter Demon. Its blade bears the strength of terrible flames, a latent power unleashed by a strong attack. The earth spouted fire, and a beast arose from the flames. The short-sighted king was incinerated by the creature in one swing, and his castle devoured in a sea of flames."
- **Aged Smelter Sword** - "Ultra greatsword crafted from the soul of the Smelter Demon. Its blade is imbued with a great flame. Use strong attack to unleash its latent power. When the old iron king acquired the power to grant life to heaps of iron, he molded a great array of metallic automatons. The iron monstrosity itself was perhaps one of the king's puppets."

14.06 Yorgh: Leader of the Drakeblood Knights

- **Yorgh's Spear** - "Spear wielded by Sir Yorgh during his invasion of the Sanctum City. After his defeat of the Sunken King, Sir Yorgh pierced Sinh, the sleeping dragon, with this spear to claim its blood. But Sinh immediately awoke, spewing a poisonous fog that blanketed the city in death, and Sir Yorgh disappeared into the Eternal Sanctum."
- **Yorgh's Ring** - "Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva. Can deflect spells. When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud." *His ring bears the Drangleic Crest.*
- **Drakeblood Armor** - "Armor of the Black Drakeblood Knights, who came from a land long forgotten. The Drakeblood Knights, who worshiped the blood of dragons, were led by Sir Yorgh in a siege of the Eternal Sanctum, but sunk into the Sanctum when the sleeping dragon awoke. The red cloth wrapped around their black armor represents the sacred blood of dragons."
- **Soul of Sinh the Slumbering Dragon** - "Soul of Sinh the Dragon, who sleeps in the lowermost depths of this land. The King erected a magnificent city, and the dragon slept soundly. Until Sir Yorgh disturbed it with a single great strike, and the dragon could bear its store of poison no longer. The rain of death toppled the city, but restored the dragon's purity. The wondrous soul of this dragon can be used to acquire numerous souls, or to create something of great worth."

14.07 Olenford: Father of Sorcery in Melfia

- **Olenford's Staff** - "Staff of Olenford the sorcerer. A catalyst for sorceries and hexes. Olenford, revered as the father of sorcery in Melfia, sought knowledge that surpassed mankind's ken, and so ventured into the Undead Crypt, and did away with his humanity. *Some hold the theory that Melfian sorceries and pyromancies originated within the boundaries of Drangleic, in ages past.*"

14.08 Glocken: Master Pyromancer

- **When speaking to Rosabeth**

"Master Carhillion and I are from Melfia, to the south. A land lush with sorcery and pyromancy. Master Carhillion polished his art at one of our renowned magic academies. But he argued that the academies were terrible places to learn magic… This quite angered Master Glocken, my previous teacher…"

- **Quartz Rings** - "A ring bestowed upon students of a certain standard at the Melfian Magic Academy. Its infused quartz increases dark/magic/fire/lightning defense. Pyromancer Glocken was criticized for crafting these replicas, but it is well known that they have saved the life of many a traveler."

14.09 Ivory Rhones: Sage of Lindelt

- **Ring of Life Protection** - "Divine ring that watches over one's life. Created by the students of Ivory Rhones, sage of Lindelt. Its great protective power will protect you from any loss upon death, but after its power is spent, the ring will break."
- **Ring of Soul Protection** - "Divine ring that watches over one's soul. Created by Ivory Rhones, sage of Lindelt. It's great protective power will protect you from any loss upon death or petrification, but after its power is spent, the ring will break."

14.10 Forsalle: Holy Knight of Lindelt:

- **Resplendent Life** - "A great miracle used by highly-ranked clerics. Slowly restores a large amount of HP. Cleric Forsalle of Lindelt was a master of miracles who fought battles across the lands. His allies called him a holy knight, but his enemies feared him for his 'demonic powers."

14.11 Azal: Sage of Forossa

- **Azal's Staff** - "Staff of Azal, sage of Forossa. Rather roughly crafted, but imbued with the magic of Azal. Greatly intensifies spells, but also drastically reduces spell usages. This staff, unfit for the inexperienced, is evidence of the sage Azal's prowess."
- **Northwarder Set** - "Robe of a Forossan Sage. Forossans venerated the god of war, and sages who led warriors into battle were called Northwarders. Northwarders earned their title only after completing a great journey of great hardship, after which they would be worshiped as oracles of the war gods."

14.12 Lothian: The Gallant

- **Ring of Giants** - "The beloved ring of the gallant Shieldless Lothian, formerly of Forossa. Increases poise. Lothian was born a peasant, and died a general. His determination and diligence were unmatched, especially on the battlefield, where he earned his name by choosing to fight without a shield."
- **Stone Ring** - "The beloved ring of the gallant Shieldless Lothian, formerly of Forossa. Hits greatly reduce enemy poise. The effect may seem trivial, but for those who comprehend how critical it is to exploit a hole in enemy defenses, the significance of this ring will be clear."
- **Dragonslayer's Crescent Axe** - "The beloved black axe of the gallant Shieldless Lothian, formerly of Forossa. No warrior matched the ferocity of unbeatable Lothian, but he abruptly retired from the battlefield and was never heard from again. Some say that he grew tired of the frailty of human foes, and set off to slay the legendary dragon."

14.13 Durgo: The Hero

- **Hawk Ring** - "A ring graced with the engraving of a hawk. Extends the range of arrows. Blue-eyed Durgo, the nomadic bowman, had many valiant victory in battle, half owing to the boon of this ring."
- **Durgo's Hat** - "Monocled hat favored by Blue-eyed Durgo. Extends arrow range. The hero Durgo, an expert bowman, and his brother-in-law defended their homeland from aggressors. In spite of Lanafir's policy of isolationism, Durgo was well known even beyond its domain. Effect: Boosts range of bows"

14.14 Fiorenza: The Moneyed Merchant

- **Avelyn** - "An extremely rare rapid-firing crossbow. Fire three successive bolts. Inflict heavy damage by making all 3 shots count. Fiorenza, the richest merchant in all of Volgen, recreated this lost weapon after reading of it in an old book."
- **Clear Bluestone Ring** -"A ring that belonged to Fiorenza, the only truly moneyed merchant in Volgen. Shortens spell casting time. Fiorenza used his riches to buy up trinkets of luxury and rare collectibles, but was ruined after years of excessive debauchery."
- **Engraved Gauntlets** - “Stone gauntlets engraved with odd writing. Said to bring good fortune to their wearer. The wealthy merchant Fiorenza searched for these rare and precious gauntlets his entire life, but was not the one who found them. Effect: Rare chance normal attacks become critical hits”

14.15 Aurous: First King and Founder of Jugo

- **Armor of Aurous** - "Armor of kings of the desert land of Jugo. First worn by Aurous, the land's heroic founder. According to legend, the armor of Aurous is composed of a mysterious substance that cannot be seen by cowards. What do your eyes tell you?"

14.16 Embedded: Slave of Pleasure

- **The Embedded** - “Once Human but his worldly desires began spiraling out of control and ultimately corrupting him. Realizing that he lacked the strength to resist the temptations of the flesh, The Embedded chained himself for eternity in the tower of Drangleic Castle to ensure he could never act upon his sinful urges. Though he covets the pure and innocent Milfanito prisoner by his own chains, he can never tough her and is able only to wait in anguish for the bearer of his key to arrive and deliver him from his torment.”
- **Key to the Embedded** - "Sword that opens the Embedded's door. Shaped like a weapon, but is in fact a key. Plunge the key into the Embedded to bring a rhapsodic end to his fate. The once-human Embedded, realizing that he could never resist the temptation of the flesh, bound himself eternally with chains. Since then, he has awaited the day that somebody will find this key, and bury it within his bosom."
- **Ring of the Embedded** - "Ring crafted from the chains of the Embedded. Receive various benefits, but at the cost of increased damage taken. The chains of the Embedded have the power to transform people into slaves of pleasure, setting them on a path of ruin. This ring augments that peculiar quality"
- **Imprisoned Milfanito** - “A Milfanito kidnapped and imprisoned by the one known as the embedded. Unable to fulfill her duty in calming the dead, she now spends her days in tears and sorrow.”

14.17 Mad Warrior: The Berserker

- **Berserker Blade -** "The katana of a berserker, by its name. The thick, shiny black blade cuts exquisitely. Its origins and owner are unknown, but at some point the blade became known by this name."
- **Mad Warrior Armor -** "Armor from an unknown foreign land. King Vendrick called upon powers from beyond his borders in an attempt to stave off the curse. Perhaps this belonged to one of his guests."

14.18 Gilleah: The Father of Hexing

- **Dark Hail -** "A hex modified from an old sorcery by Gilleah the Hexer. Fires several orbs of darkness. Hexing is rooted in both sorcery and miracles, but is viewed as a perilous affront to all life, and banned in most lands."
- **Dark Orb -** "A hex modified from an old sorcery by Gilleah, the father of Hexing. Fires a heavy orb of darkness. To use hexes, equip a sacred chime or staff, and attune a hex at a bonfire. Required equipment depends on hex."
- **Twisted Barricade -** "A hex that distorts local space. For a brief moment, spells are deflected. Hexer Gilleah never took a apprentice, making it unclear how his spells were passed down. It is even possible that hexes came from another source entirely."
- **Repel -** "A hex that distorts local space. For a brief moment, no damage can be inflicted The hexer Gilleah took no apprentice, and it is unclear how his spells were passed down. It is even possible that hexes originated from another source altogether."

14.19 Gower: The Assassin

- **Gower's Ring of Protection -** "The ring of the assassin Gower, who has killed a half-dozen kings, and several distinguished clergymen. Reduces damage taken from behind. For an assassin, whose own life is always at stake, the greatest liability is one's exposed back."

14.20 Flynn: The Infamous Thief

- **Flynn"s Ring -** "Ring of Flynn, the infamous thief. Utilizes the strength of the wind, such that lower equip load proportionally increases physical attack. Flynn was known as a tiny fighter who packed a mighty punch. Even the most skilled warriors in the land failed to capture him."

14.21 Pharros: The Vagabond

- **Pharros' Loctstone -** "Stone activating a creation of Pharros the Vagabond. Pharros the Vagabond was a legend who wandered the lands, creating contraptions to help those in sincere and dire need. The scope of his travels was so wide that the Pharros has been mistakenly credited with many inventions that were crafted by others"
- **Pharros Mask -** "A mask depicting Pharros' contraption. Tears flow from the eyes of this mask, drenching its wearer. The majority of Pharros' creations are perplexing to reasoned men, and this mask is no exception."

14.22 Mad Knight of Alken:

- **Ring of Blades -** "The Ring of Blades is modeled after the mad knight of Alken's weapon of choice. Increases physical attack. The kingdoms of Alken and Venn long ago flourished on these very grounds. They were both founded by the same man, but were reduced to rivalry and spite."

14.23 Alva: The Wayfarer

- **Alva's Armor -** "Armor worn by Alva the Wayfarer. Light but offers very high defense. Alva crossed many a land in search of a cure for Saint Serreta's sickness, but failed and relinquished his knighthood. *Alva was once wracked with guilt and remorse, but rediscovered his purpose in life with the aid of the witch who once plotted against him.*"
- **Black Witch Robes -** "Robe worn by Zullie the Witch, seducer of Alva the Wayfarer. Boasts excellent magic defense. When Zullie the Witch learned of Alva's dedication to Saint Serreta, she used all manner of tricks and deceit to ruin him, but in the end she would spend her life with him, supporting his endeavors. *The witch, as unloving as she was unloved, finally found illumination through her blighted existence.*"

14.24 Zullie: The Witch

- **Alva's Armor -** "Armor worn by Alva the Wayfarer. Light but offers very high defense. Alva crossed many a land in search of a cure for Saint Serreta's sickness, but failed and relinquished his knighthood. *Alva was once wracked with guilt and remorse, but rediscovered his purpose in life with the aid of the witch who once plotted against him.*"
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14.25 Serreta: The Sick Saint

- **Alva's Armor** - "Armor worn by Alva the Wayfarer. Light but offers very high defense. Alva crossed many a land in search of a cure for Saint Serreta's sickness, but failed and relinquished his knighthood. *Alva was once wracked with guilt and remorse, but rediscovered his purpose in life with the aid of the witch who once plotted against him.*"
- **Black Witch Robes** - "Robe worn by Zullie the Witch, seducer of Alva the Wayfarer. Boasts excellent magic defense. When Zullie the Witch learned of Alva's dedication to Saint Serreta, she used all manner of tricks and deceit to ruin him, but in the end she would spend her life with him, supporting his endeavors. *The witch, as unloving as she was unloved, finally found illumination through her blighted existence.*"

14.26 Ricard: Undead Prince

- **Ricard's Rapier** - "An exquisitely decorated rapier. Said to belong to a prince who appears in an ancient tale. There are numerous variations of the story of the prince who wandered the lands and eventually became Undead. The majority of these tales end in tragedy, but there are some exceptions."
- **Ghost of Princes Past** - "Though at first glance this netherworld traveler might appear nondescript and mundane, its lightning fast sword technique tells a different story. Who is this nimble warrior of shadow and from whom did he learn this deadly art? The mysteries of the Dark Chasm are as numerous as the murderous eyes glinting from its shadowy corners."

14.27 Rhoy: The Explorer

- **Ring of Whispers** - "Ring worn by Rhoy the Explorer. Hear the inner voices of surrounding foes Useful for locating hidden enemies, and perhaps for a few other things, as well."
- **Ash Knuckle Ring** - "Knuckle ring worn by Rhoy the Explorer. Increases petrification resistance. Petrification is tantamount to death, and in that sense, this knuckle ring is a charm that may save your life."
- **Bracing Knuckle Ring** - "Knuckle ring worn by Rhoy the Explorer. Slows equipment degradation. Expensive, flashy gear will not always make life easier for you. Sometimes, you just need your tried-and-true equipment to last the long haul."

14.28 Elizabeth: The Saint Who Devoted Her Life to Helping the Needy

- **Elizabeth Mushroom** - "Specially treated dried mushroom. Creates a euphoric sensation when ingested, and restores a large amount of HP over time. Saint Elizabeth devoted her life to helping the needy by concocting medicine and potions. It's thought her great virtue was matched only by her sublime beauty, but who can say now?"
- **Dark Troches** - "Troches with an inexplicably pungent odor. Temporarily boosts dark defense. Verbal histories often mention Saint Elizabeth; her uniquely concocted medicines and potions are still widely used today."
- **Triclops Snake Troches** - "Troches with an inexplicably pungent odor, Temporarily boosts dark defense. Verbal histories often mention Saint Elizabeth; her uniquely concocted medicines and potions are still widely used today."
- **Red Leach Troches** - "Troches with an oddly charred odor. Temporarily boosts bleeding resist. Verbal histories often mention Saint Elizabeth; her uniquely concocted medicines and potions are still widely used today."

14.29 Santier: The Walking Statue

- **Santier's spear** - "A spear that was embedded in a stone statue. According to an old local legend, a great spear was used to defeat Santier, the walking statue. Perhaps this is that very spear… But it will be difficult to utilize such a thing in the manner of a spear. Your only choice is to swing it around, and smite foes about the head."

14.30 Havel: The Rock

- **Havel's Armor (DKS2)** - "Armor as if hewn from a giant boulder. Offers stupendous defense, but weighs a ton. The origin of the name Havel is not clear. Some say it was the warrior who wore the armor, but others say it was the name of a great kingdom ruined in a barbaric war."
- **Havel's Greatshield (DKS2)** - "Havel's Greatshield. A shield formed by chiseling a giant boulder. As solid as rock, this shield offers incredible defense, but is also terribly heavy. So heavy, in fact, that he who takes it into battle is not allowed to flee, until he or his opponent has fallen."
- **Dragon Tooth (DKS2)** - "A giant dragon tooth used as a great hammer. As solid as a boulder, this tooth is said to be taken from a dragon, but the truth of this claim is unclear. What is certain is that it bears some mystical power, and its wielder gains resistance to magic and fire. Effect: resistance to magic and fire."
- **Havel's Armor (DKS1)** - "Armor worn by Havel the Rock's warriors. Carved from solid rock, its tremendous weight is matched only by the defense it provides. Havel's warriors never flinched nor retreated from battle. Those unfortunate enough to face them were inevitably beaten to a pulp."
- **Havel's Greatshield (DKS1)** - "Greatshield of the legendary Havel the Rock. Cut straight from a great slab of stone. This greatshield is imbued with the magic of Havel, provides strong defense, and is incredibly heavy. A true divine heirloom on par with the Dragon Tooth."
- **Dragon Tooth (DKS1)** - "Created from an everlasting dragon tooth. Legendary great hammer of Havel the Rock. The dragon tooth will never break as it is harder than stone, and it grants its wielder resistance to magic and flame."

Chapter 15 Eleum Loyce: The Kingdom that Existed to Subdue the Raging Flame

- **When speaking to Alsanna**

"You, approaching Eleum Loyce, Turn back. The old Chaos hungers still."
"Turn away. And never look back. No one must ever find that which is sheltered in Eleum Loyce."
"Go back. Aava is watching. Go back."

"To think Aava could be bested… Who are you? This land is barren, Cursed, by the old Chaos. It gave birth to atrocities, and the people fled in fear. Until our lord, the Ivory King, came."

"My dear lord, a most true king. It was with his magnificent soul that he build Eleum Loyce… …and contained the spread of Chaos. But the Chaos would not be sated, and the King gave his own soul."

"Inevitably, the King was drained of vigor, and plunged into the Chaos' heart. Eleum Loyce was frozen in time, it's leader lost… I remain here, to contain the Chaos, honoring my Lord's wishes. Perhaps one day, he will return… There's nothing here, save that accursed flame…"

"I have but one wish. That my Lord might be freed from that unspeakable Chaos. I haven't the strength to help him myself, but perhaps one such as you… Though I am yet to know your name, stranger, will you lend me your strength?"

"Then be gone. There's nothing here, nothing at all."
"Stranger. Are you now prepared to plunge into Chaos?"
"Kind visitor, I thank you. Let me open the path to Chaos. And please, do all you can…"

"Many of Eleum Loyce's faithful knights followed their Lord into the Chaos. But none of them returned. The King's dutiful subjects waited patiently for His homecoming. But it was too long a wait to bear… The knights of Eleum Loyce await a new leader. One who will guide them into Chaos."

"The knights, reborn will follow your word."

"Go on, kind visitor. May you reach your journey's end, one day."

- **Soul of the Ivory King** - "Soul of the Ivory King of Eleum Loyce. The proud Ivory King was ever-merciful, and devoted himself to the protection of his great land, until he was devoured by the flames of chaos. The wondrous soul of this great king can be used to acquire numerous souls, or to create something of great worth."
- **Ivory King Armor** - "Armor of the Ivory King of Eleum Loyce. The land of Eleum Loyce was a vast rampart built to contain the ancient Chaos. The Ivory King placed his throne upon the very mouth of Chaos, and served as the first line of defense."
- **Ivory King Ultra Greatsword** - "Ultra greatsword of the Ivory King of Eleum Loyce. Wield it with both hands to realize its full strength. It is said that the Ivory King was once the highest ranking knight in his home of Forossa, famed for its god of war. After taking his crown, they say he was the first to swing his sword in times of need, be it for his homeland or his people."
- **Crown of the Ivory King** - "Crown of the Ivory King who once ruled this land. Far to the north, a King built a great cathedral to appease the raging flame. But when he sensed the degradation of his soul, he left without a word, leaving everything to Alsanna, who had, unbeknownst, found a place at his side. But these were events of long ago, and today, no one even remembers the King's name."
- **Varangian Armor** - "Armor worn by Varangians that terrorized nearby seas. The coastline stretches far in northern Drangleic. Beyond this northern sea is an unexplored continent, said to be the home of things inhuman."
- **Varangian Sword/Shield** - " wielded by Varangians and engraved with a skull. A former king launched a campaign to capture these terrors of the high seas, but rather than imprison them, forced them into hard labor at No-man's Wharf."
- **Sea Bow** - "A bow built for sea-faring marine warriors. Has an extended range for hunting down sea monsters from afar. A great sea lies to the north of Drangleic, and beyond that is an unexplored continent that is home to things inhuman."
- **Soul of Alsanna, Silent Oracle** - "Soul of Alsanna, oracle of Eleum Loyce, who prays in silent vigilance. This child of Dark, in reverence of the apocalypse, devotes herself to a ritual in hopes of appeasing the raging flame. The wondrous soul of this augur of fear can be used to acquire numerous souls, or to create something of great worth."
- **Eleum Loyce** - "Curved sword forged from the soul of Alsanna. Formed by two curious blades, this sword can restore an ally's HP with a hit from its strong attack. The enigmatic Alsanna quietly found a place at the Ivory King's side, and when his strength was fully drained, he conferred this sword, inscribed with the name of the land, to her."
- **Soul of Aava, the King's Pet** - "Soul of Aava, who served the Ivory King. Each of the Ivory King's seven beasts was conferred a specific duty. Aava's was the guardianship of the King's beloved child of Dark. The wondrous soul of this beast can be used to acquire numerous souls, or to create something of great worth."
- **Soul of Lud, the King's Pet** - "Soul of Lud, who served the Ivory King. Each of the Ivory King's Seven beasts was conferred a specific duty. Lud's was the mercy killing of exiles. The wondrous soul of this beast can be used to acquire numerous souls, or to create something of great worth."

- **Soul of Zallen, the King's Pet** - "Soul of Zallen, who served the Ivory King. Each of the Ivory King's Seven beasts was conferred a specific duty. Zallen's was the mercy killing of exiles. The wondrous soul of this beast can be used to acquire numerous souls, or to create something of great worth."
- **Loyce Soul** - "Soul of the Knights of Loyce. The Knights of Loyce were taken by Chaos, and lost all sense of purpose and being. The few woeful souls that trudged back home were guided by some faint vestige of self. This soul is pure sorrow, and only Alsanna can put it to rest."
- **Loyce Armor** - "Armor of a Knight of Loyce. These Knights of Loyce were devoted guardians of this land that delved valiantly into the depths of chaos, never to return. The few that survived remain in Eleum Loyce, now frozen over, awaiting the call of their master."
- **Loyce Greatsword** – "Greatsword of the Knights of Loyce. The Knights of Loyce were commanded to strike down each malformed terror that arose from Chaos, and they would not hesitate even if it were their own king." *from Soul of Lud*
- **Loyce Shield** - "Shield of the Knights of Loyce. The Knights of Loyce were commanded to strike down each malformed terror that arose from Chaos, and they would not hesitate even if it were their own king." *from Soul of Zallen*
- **Ivory Straight Sword** - "Sword of Fabian, knight of Eleum Loyce. This blade, crafted with ivory ore native to the land, harnesses souls to slash foes. Sir Fabian led the knights of Eleum Loyce straight into the depths of chaos to exterminate the terrible things that dwelled there, but not one of the selfless knights returned." *From Soul of Aava*
- **Charred Loyce Armor** - "Charred armor of the Knights of Loyce, burned black by flame. These Knights of Loyce plunged into the old Chaos with their lord, and lost their sense of self. To this day, they still burn in agony, alongside their once-proud king."
- **Charred Loyce Shield** - "Charred shield of the Knights of Loyce, burned black by flame. These Knights of Loyce lacked all sense of self, and were driven only by the urge to expunge any who might disturb the flame, even former compatriots."
- **Charred Loyce Greatsword** - "A charred greatsword of the Knights of Loyce, its blade burned black by flame. These Knights of Loyce lacked all sense of self, and were driven only by the urge to expunge any who might disturb the flame, even former compatriots."
- **Ivory Warrior Ring** - "Ring of the guardians of Eleum Loyce Attacks greatly reduce enemy stamina. Eleum Loyce existed to subdue the raging flame, but when the ivory gates were flung open, the land grew cold and lifeless."
- **Rampart Golem Armor** - "Armor of the rampart golems, granted life by the Ivory King. The golems were charged with the containment of the creatures of chaos within the boundaries of the wall. When the doors of Eleum Loyce were flung open, the place turned frigid and lifeless, but the golems remained dutifully on guard."
- **Rampart Golem Shield/Lance** - "Shield of the rampart golems, granted life by the Ivory King. The golems were charged with the containment of the creatures of chaos within the boundaries of the wall. When the doors of Eleum Loyce were flung open, the place turned frigid and lifeless, but the golems remained dutifully on guard."
- **Eye of the Priestess** - "The eye of the first priestess who watched over Eleum Loyce. Allows one to see the unseen. All the great priestesses replaced one of their birth eyes with this, returning it after their term was complete."
- **Vessel Shield** - "Shield depicting a priestess of Eleum Loyce. Emanates a certain heat that heightens the abilities of its bearer. The priestesses, who devoted themselves to appeasing the ancient flame, are no longer."
- **Retainer Robe** - "Robe of the retainers in the cathedral city. Long ago, the retainers attended to the priestesses, but with them gone, the retainers were left to wander frigid Eleum Loyce without purpose."
- **Retainer Staff/Short Sword** - "wielded by the retainers in the cathedral city. Long ago, the retainers attended to the priestesses, but with them gone, the retainers were left to wander frigid Eleum Loyce without purpose."
- **Northwarder Set** - "Robe of a Forossan Sage. Forossans venerated the god of war, and sages who led warriors into battle were called Northwarders. Northwarders earned their title only after completing a great journey of great hardship, after which they would be worshiped as oracles of the war gods."
- **Frozen Flower** - "A stone ornament shaped like a flower. Cold enough to dampen the greatest heat. Opens the door to a new path from the Shrine of Winter, found on the road to the great castle."
- **Garrison Ward Key** - "Opens the Garrison Ward of Eleum Loyce. The Garrison Ward was built to confine the Chaos, and Eleum Knights remain there today, waiting for someone to lead the advance on the swollen flame faithful to the King's final orders."
- **Soul Flash** - "One of ancient sorceries that were lost when Eleum Loyce froze over. Rapidly fire a barrage of small souls. Intended to protect its caster more than damage enemies."
- **Azal/s Staff** - "Staff of Azal, sage of Forossa. Rather roughly crafted, but imbued with the magic of Azal. Greatly intensifies spells, but also drastically reduces spell usages. This staff, unfit for the inexperienced, is evidence of the sage Azal's prowess."
- **Curved Nil Greatsword** - "A great curved sword with an ominous blade. One of the forbidden weapons sealed away by the Ivory King. Formed by rock, tree, and the remnants of a most peculiar soul. It is said that the farther its wielder travels, the deadlier the blade becomes."
- **Ice Rapier** - "Rapier wielded by sorcerers of Eleum Loyce. Imbued with a magic that is released with a strong attack. A great protective wall was erected to protect Eleum Loyce from the encroaching chaos, and these sorcerers were among its defenders."
- **Sorcerer's Twinblade** - "A twinblade originating in Melfia. Doubles as a catalyst for sorcery. A rare weapon used by very

few warriors, owing to its dependence on honed skills with both staff and sword."

- **Twin-headed Greatbow** - "A greatbow made of animal bone. The fine craftmanship suggests that it originates in Lanafir. The unusual design appears to have ceremonial implications, but may simply be intended to intimidate foes."
- **Soul Flash** - "One of ancient sorceries that were lost when Eleum Loyce froze over. Rapidly fire a barrage of small souls. Intended to protect its caster more than damage enemies."
- **Dark Dance** - "Hex that unleashes a large mass of Dark. This momentous mass of Dark dances to signal the joy of its own release, or perhaps merely to taunt foes as it veers towards them. Hexes are an expression of human depravity, of which this dance is a perfect example."
- **Splintering Lightning Spear** - "Developed from a primal miracle. Launch splintering spears of lightning. Ever since miracles came to be, learned men have endeavored to rework and remold them to their satisfaction. This is one such effort."
- **Bone Fist** - "Bone that is bound to the fist. Used to enhance hand-to-hand combat. Salvaged from a malformed creature. Enables one to fight with inhuman strength, as if the very spirit of the bone's malicious owner has taken control."

Chapter 16 Shulva Sanctum City: Home of the Slumbering Dragon

- **Elana Says** - "You were not deserving of the mire…". And "You… forever will you rot…".
- **Crown of the Sunken King** - "Crown of the Sunken King who once ruled this land. The King erected the Eternal Sanctum below the earth to worship the great dragon but the towering bulwark crumbled with the city shortly after the dragon's awakening. But these were events of long ago, and today, no one even remembers the King's name."
- **Dragon Talon** - "A terribly worn dragon talon. Legend has it that in the deepest reaches of the Black Gulch, behind a door locked from the inside, is a magnificent city built for a great sleeping dragon. This talon clearly dates to ancient times, but great vitality emanates from it still."
- **Puzzling Stone Sword** - "A sword with a segmented blade. When swung, its segments separate and the sword strikes in a whipping slash. Crafted with a rare magnetic stone of remarkable strength only found deep within caves of the Gutter."
- **Dragon Stone** - "An extremely solid stone. Used to operate the Eternal Sanctum contraption. The heirloom of a race that discovered a dragon, worshiped its magnificence, and perished by its side."
- **Eternal Sanctum Key** - "Key to the inner chamber of the Eternal Sanctum. The Sunken King erected the Eternal Sanctum to shelter Sinh the Dragon. The Sanctum appears to be a solemn temple, but it is filled with devilish creatures that ensure no trespasser shall cause offense."
- **Soul of Elana Squalid Queen** - "Soul of Elana, the Squalid Queen, who rests beside the sleeping dragon of the Eternal Sanctum. This child of Dark accompanies the dragon, slowly amassing souls in anticipation of the coming day of vengeance. The wondrous soul of this augur of wrath can be used to acquire numerous souls, or to create something of great worth."
- **Wrathful Axe** - "An armament forged from the soul of Elana, child of Dark. Use strong attack to unleash its latent power. When the Abyss dissipated, the things that called it home were fragmented and scattered across the realm. Eventually, these pieces regained form, in ways that hinted at humanity's true nature."
- **Soul of Sinh the Slumbering Dragon** - "Soul of Sinh the Dragon, who sleeps in the lowermost depths of this land. The King erected a magnificent city, and the dragon slept soundly. Until Sir Yorgh disturbed it with a single great strike, and the dragon could bear its store of poison no longer. The rain of death toppled the city, but restored the dragon's purity. The wondrous soul of this dragon can be used to acquire numerous souls, or to create something of great worth."
- **Yorgh's Spear** - "Spear wielded by Sir Yorgh during his invasion of the Sanctum City. After his defeat of the Sunken King, Sir Yorgh pierced Sinh, the sleeping dragon, with this spear to claim its blood. But Sinh immediately awoke, spewing a poisonous fog that blanketed the city in death, and Sir Yorgh disappeared into the Eternal Sanctum."
- **Yorgh's Ring** - "Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva. Can deflect spells. When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud." *His ring bears the Drangleic Crest.*
- **Drakeblood Armor** - "Armor of the Black Drakeblood Knights, who came from a land long forgotten. The Drakeblood Knights, who worshiped the blood of dragons, were led by Sir Yorgh in a siege of the Eternal Sanctum, but sunk into the Sanctum when the sleeping dragon awoke. The red cloth wrapped around their black armor represents the sacred blood of dragons."
- **Drakeblood Greatsword** - "Greatsword wielded by the Drakeblood Knights, led by the honorable Sir Yorgh. The insignia chiseled upon its hilt symbolizes dragon's blood. To the Drakeblood Knights, fresh dragon blood was sacrosanct. They believed that by obtaining it, they could achieve a true understanding of life, transcending their own banal existence."
- **Sanctum Knight Armor** - "Armor of the sanctum knights. The sanctum knights renounced their own flesh to eternally guard the Sanctum from Sir Yorgh and his Drakeblood Knights."
- **Sanctum Crossbow** - "Crossbow wielded by sanctum knights. Strong attack fires dark bolts. These guardian knights were sentenced to eternal stewardship of the Sanctum in a clandestine ritual carried out in the great depths, but today the sanctum receives nary a visitor."
- **Sanctum Soldier Gauntlet** - "Gauntlets of the sanctum soldiers. Improves effect of poison weapons. These gauntlets are corroded by the poison of the sleeping dragon, making it difficult to discern their original shape."

- **Sanctum Mace** - "A mace wielded by sanctum soldiers. This mace was corrupted by poison when Sinh, the sleeping dragon, awoke. A mere mortal would be asphyxiated by the poison emitted when wielding this mace, but for the noxious sanctum soldiers, this fact matters none."
- **Sanctum Priestess Tiara** - "Tiara of the Eternal Sanctum Priestesses. Prevents effects that block spells. This tiara has been warped by poison, adding to its already peculiar design. It is said that the priestesses sang to preserve the dragon's deep slumber, but one wonders if a single phrase of their song ever reached the dragon's ears."
- **Sanctum Shield** - "A shield with a curious design. One of the treasures of the Sunken King. A mixture of mystical tree branch and sacred chime iron allows this shield to serve as a catalyst for miracles and sorceries. Most of the miracles and sorceries created in the Sanctum City were lost, but the quality of their armor and shields suggests highly advanced craftsmanship."
- **Denial** - "An ancient miracle owed to the cardinal of Shulva. Challenge fate one time when HP reaches 0. Originally intended to grant the dying a few moments for a final farewell."
- **Focus Souls** - "An ancient sorcery of Shulva, the Sanctum City. Fires a focused beam of souls. The development of sorceries was stunted in Shulva, as they were considered taboo. Even so, there were some occasional gems created by a group of nameless enthusiasts."
- **Promised Walk of Peace** - "A hex created from an ancient miracle of unknown origin. Slows the walking pace of its caster and those in the vicinity. To stand and glare at one another, steaming with ire and wrath, but without making a move. Such is the nature of peace."
- **Dark Greatsword** - "Hex adapted from an ancient sorcery. Brandish Dark like a sword. By its nature Dark is normally tranquil, but this hex releases a focused blade of Dark in an uncharacteristic flash of brilliance"
- **Flower Skirt** - "Skirt of a nameless troubadour. High durability, despite its appearance. While troubadours can get by on their own through wily use of their arts for the most part, they might still require a generous patron. The stunning arrangement of layered flowers on this skirt is designed to capture the attention of a candidate for the position."
- **Dragon Charm** - "A blessed charm Cures poison and greatly restores HP. A rare, ancient charm that is said to be endowed with the power of dragons. it is not clear weather it is man-made creation, or of some other nature."
- **Lingering Dragoncrest Ring** - "A ring used long, long ago in a land that existed where Drangleic does now. Extends length of spell effect. ~~Presumably, this ring was used by a high sorcerer, but no prof of such remains.~~ *The ancient dragons were once worshiped in several nations, and rumors concerning objects of similar enchantment to this uncommon ring abound in many lands, though their origins are no longer verifiable."*
- **Related Imagery to the Black Gulch** - The poison statues in TBG and the petrification statues Shulva are the same design.
- **Related Imagery to Velstadt** - In the Entrance to Shulva Sanctum City, there are statues with busts that wear a helmet similar to the Triangular shape of Velstadt's Helmet. Elana the Squalid Queen also summons a Velstadt clone.

Chapter 17 Brume Tower: The Land of Smoke and Fog

- **Crown of the Old Iron King** - "Crown of the Old Iron King who once ruled this land. The King sunk below the scorching iron, met the one whose name must never be repeated, and became Ichorous Earth. But these were events of long ago, and today, no one even remembers the King's name."
- **Soul of Nadalia Bride of Ash Fragment** - "Soul of Nadalia, Bride of Ash, who renounced her flesh and wandered Brume Tower. When Nadalia came to this land, the king she sought was no longer there. Dispirited, she forsook her own soul and clung to the heirlooms of the old king. This is only a fragment of a soul, and cannot be used in this state."
- **Soul of Nadalia Bride of Ash** - "Soul of Nadalia, Bride of Ash, who renounced her flesh and wandered Brume Tower. In the act of dancing, the Bride of Ash was transfigured as smoke, enticing people to her residence. And so her seat of power came to be known as the Brume Tower. The wondrous soul of this augur of solitude can be used to acquire numerous souls, or to create something of great worth."
- **Outcry** - "A Pyromancy of Nadalia, Bride of Ash. Spouts multiple Dark Flames. This Child of Dark, bearing inconceivable strength, found herself in a kingless land devoid of souls. And in journeying there, has all but condemned herself to a fate most wretched."
- **Chime of Screams** - "Sacred chime forged from the soul of Nadalia, Bride of Ash. Nothing appears sacred about the frightful design of this chime, but it does have the benefit of raising one's faith. The oozing, frozen iron forming the bell seems to anticipate a scream."
- **Smelter Wedge** - "An iron wedge forged in this land. Destroys the ashen idol. The ashen idol is of great consequence to Nadalia, who, having renounced her flesh, entrusts her very being to it."
- **Heavy Iron Key** - "A piece of iron shaped like a key. Past the altar deep within the Iron Keep and through a door is the tower that the Old Iron King used to produce iron. The unearthly weight of this chunk of iron is a reminder of the Iron King's own immeasurable strength."
- **Scorching Iron Scepter** - "A scorching-hot iron scepter. Used to activate contraptions by transferring heat to Brume Tower. When the Old Iron King wrested this dilapidated region from kingdom of Venn, the act required all the resources the enfeebled lord could muster. But with the discovery of this iron-producing miracle, he was reborn as a powerful leader."
- **Tower Key** - "Key that opens the door to Brume Tower. Long ago, the tower used to produce a seemingly endless supply of

iron. The King used it to create iron soldiers and an iron castle. Legend has it he even tried his hand at forging a dragon out of iron."

- **Soul of the Fume Knight** - "Soul of the fume knight that guards the dungeon of Brume Tower. Raime was a distinguished knight who became infatuated with the Bride of Ash, and settled in this land of smoke and fog. The wondrous soul of this knight can be used to acquire numerous souls, or to create something of great worth."
- **Raime's Armor** - "Armor worn by the fume knight. The rebel Raime, after his defeat at the hands of Velstadt, came to Brume Tower in search of greater strength. When he found it, it came not from a regal father figure like before, but from a newfound mother, who gave him true purpose."
- **Fume Ultra Greatsword** - "Ultra greatsword forged from the soul of the fume knight, and imbued with the Dark of Nadalia. The exile swordsman Raime had the ability to expunge the black fog, but chose instead to live alongside it, in the company of the child of Dark that haunts his sword."
- **Fume Sword** - "Straight sword forged from the soul of the fume knight, and imbued with the Dark of Nadalia. The exile swordsman Raime had the ability to expunge the black fog, but chose instead to live alongside it, in the company of the child of Dark that haunts his sword."
- **Soul of Sir Alonne** - "Soul of Sir Alonne, who once served the Old Iron King. Sir Alonne came from an eastern land, and became the King's most trusted knight. Use the wondrous soul of this knight to acquire numerous souls, or to create something of great worth."
- **Alonne's Armor** - "Armor worn by Sir Alonne, who served the Old Iron King. Sir Alonne came to this land from the east, chose to serve a little-known and unestablished lord, and helped him become the Old Iron King. Then, at the end of the very peak of his sire's rule, Sir Alonne set out again, in search of lands yet unknown."
- **Bewitched Alonne Sword** - "Katana forged from the soul of Sir Alonne. The captivating, undulating design serves to enhance this weapon's mystical allure. Alonne came from the east, and soon became the Iron King's most trusted knight. When he departed, the Old Iron King bequeathed Sir Alonne's name to his iron warriors."
- **Smelter Demon Soul** - "Soul of the Smelter Demon, that haunts the castle that sunk into a pool of iron. The Old Iron King's life was taken by a mass of iron that had been given a soul. Was this metal goliath here from the beginning, or as it a product of the king's conceit?. Use the special soul of the Smelter Demon to acquire numerous souls, or to create something of great worth"
- **Aged Smelter Sword** - "Ultra greatsword crafted from the soul of the Smelter Demon. Its blade is imbued with a great flame. Use strong attack to unleash its latent power. When the old iron king acquired the power to grant life to heaps of iron, he molded a great array of metallic automatons. The iron monstrosity itself was perhaps one of the king's puppets. Effect: special attack (strong attack)"
- **Fume Sorcerer Set** - "Robes worn by fume sorcerers. After the Old Iron King sunk into the lava, scores of men were dispatched to this land to tap the replete stores of iron. But they soon lost their nerve when faced with the child of Dark, and all but the most steadfast of them became servants of the black fog."
- **Recollection** - "Hex created by the children of Dark. Fire multiple Dark orbs that seek their target. Hexes that grant a fleeting volition to Dark have existed from ancient times, and it appears that the children of Dark have some recollection of the creator of these spells. Catalyst: staff"
- **Dance of Fire** - "Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Cast flame in a sweeping motion across a targeted area. The fire seems to dance, and makes its victims dance with it."
- **Fire Snake** - "Pyromancy created by the magus Eygil, loyal follower of the Old Iron King. Creates several pillars of flame in front of the caster. Eygil sought to grant fire a will of its own. This pyromancy was conjured up to behave like a snake, writhing toward its prey, with a mind to strike."
- **Minotaur Helm** - "An ornamental helm commissioned by the Old Iron King. An awkwardly repurposed iron ornament, and a such, remains a stuffy, heavy thing. Wearing it gives one the sensation of being smothered in iron."
- **Hollow Skin** - "A hood imitating the head of a Hollow. Provides curse resistance, and makes it easier to detect messages from other worlds. Finely crafted to perfectly imitate the head of a Hollow, only without the abhorrent stench. Whoever created this was surely deeply respectful of those lost to hollowing."
- **Pharros Mask** - "A mask depicting Pharros' contraption. Tears flow from the eyes of this mask, drenching its wearer. The majority of Pharros' creations are perplexing to reasoned men, and this mask is no exception."
- **Majestic Greatsword** - “An ancient greatsword of unknown origin. This sword was passed down through generations, until it reached Gordin, wandering knight of Forossa, and was lost upon his death. Uncannily, every last one of the prominent swordsmen who inherited this weapon was left-handed.”
- **Imagery:** There are giant Old Knight statues through Brume Tower, many are used as elevator bases. The area where you fight the fume knight resembles a bonfire, there is a sword sticking out the top of it and many giant armors pieces of Old Knights are the walls and ceiling. There are Flame Salamander statues in the Iron Passage, and some live ones in the Memory of the Old Iron King. This is the only place we see them outside the FotFG. At the entrance to Brume Tower there are many dead Royal Soldiers around a destroyed Ashen Idol.

Chapter 18 Things Betwixt: Where the Wild Things Are

- **When speaking to Milibeth**

"This is a limbo. A link between Drangleic and the outer world. Fair traveler, I know that you must have a story. Why else would you

visit such a place? This lost, decayed kingdom."

After defeating the ogers near the coffin - "You have proven yourself to the forest. We have little to offer, except perhaps these. May they bring fortune to your journey, in some small way."

- **Kobald** - "These skittish, dog-like creatures inhabit the small meadow near the Fire Keeper's hut. Are these the Fire Keeper's pets, or simply a form of life native to the limbo that exists between Drangleic and the outside world?"
- **Undead Traveler** - "The Undead Travelers in Things Betwixt are all hostile. They are wearing imported clothing similar to what you have at the beginning of your journey. Their origins and motives are completely unknown - perhaps they have already hallowed."
- **Ogre** - "It is possible that the rift between Drangleic and the outside world is a native habitat for the monstrous Ogres, but are beasts like this simply born… or are they created?"

Chapter 19 Majula: Monument to the War of the Giants

- **When speaking to Saulden**

"You're Undead…aren't you. You have that distinct scent. The smell of irreversible fate. This is Majula. It is a kind of settlement… A place where life is almost normal. And in Drangleic these days, there are very few places like that."

- **When speaking to Melentia**

"We call this place Majula. Not too special, if you ask me. It's just the place… where everyone seems to end up."

- **House Key** - "Key to the abandoned house in Majula. Received from Cale the Cartographer. In the past, Majula served as a dumping ground for horrible things, but is now a gathering place for those with no better place to go. It seems this house in Majula was the final home for a few such souls."
- **Lenigrast's Key** - "Key of Blacksmith Lenigrast of Majula. Majula, the land of exiles, is comprised of abandoned old houses, one of which Lenigrast has fashioned into a workshop."
- **Rotunda Lockstone** - "A stone which rotates the Majula Rotunda. Insert into the central pillar to align the rotunda with a different passageway. Nothing magical about it, but a fine feat of engineering."

Chapter 20 The Forest of the Fallen Giants: Home of the Great Fort, and the Giant's Memories

- **When speaking to Saulden**

"Do you see the way beyond the bonfire? That will take you to the Forest of the Giants. There was once a great fort, but little of it remains. You may just find something there that will be of use on your journey. But don't venture too far inside, or you might not come back…"

- **When speaking to Captain Drummond in the Giant's Memories**

"Soon, the Giants will descend upon this fort. It is revenge, for the Kingdom's misguided barbarism. The venerable Lord built this kingdom to bring prosperity to His subjects. What has transformed him so, I can not imagine."

"Long ago, the King crossed the seas, pillaged the land of Giants, and brought back a "prize". It was then that the golems materialized. The Giants are no ordinary barbarians. A singular rage burns within their hearts. My father, and his father, both fought the Giants on this very land. The Giants have wills of steel. They cannot find it within themselves… To forgive the misdeeds of our lord."

"Did you see him? That towering monster among them. That is most certainly their King. He will be a thing to topple, hah hah hah hah, even if I should die trying! My blade may break, my arrows fall wide, but my will shall never be broken. Those who live by the sword will die by it, and I, Drummond, won't go down without drawing mine!"

- **When speaking to Sweet Shalquoir**

"Trespassing into their dreams? Of the ones who crossed the sea, lavishing ruin upon the land? How they savor their visions… Of glorious deeds in battle. Hee hee hee hee hee…"

- **When speaking to Melentia**

"My name is Melentia. You a stranger to this land? All we get is strangers these days. Everybody's gone and run off! Drangleic's been a pile o' rubble since the war fought long, long ago. When the Giants crossed the sea."

"Seemed like the battles would never end. Poor folk like myself had nary a place to sleep. That's why I keep all me things right with me. You may travel light, but methinks you bear a burden of your own."

"They say these trees grew from the remains of the Giants. From each carcass sprouted new life, growing into what you see now. But you know what they also say. Don't believe what an old hag says!"

- **Soul of the Pursuer** - "Soul of the Pursuer, who lurks in Drangleic. The Pursuer, who seeks the bearer of the sign, will not rest until his target is slain. Use the special soul of the Pursuer to acquire numerous souls, or to create something of great worth." *Drops Ring of Blades*
- **Pursuer's Ultra Greatsword** - "Ultra greatsword of the Pursuer. Known as the mightiest of the straight swords, it demands

great strength and dexterity of its wielder. The Pursuer hunts down those branded by the curse, as if each Undead soul that he claims will atone one of his sins."

- **Pursuer's Greatshield** - "Greatshield of the Pursuer. For those who can handle the weight of this shield, it offers resistance to curses. The Pursuer hunts down those branded by the curse, as if each Undead soul that he claims will atone one of his sins."
- **Captain Drummond** - "Captain of the Drangleic army battalion stationed at the fort during the invasion by the Giants. He is a noble, honorable, and highly competent commander whose family has protected the kingdom from the Giant scourge for generations. Captain Drummond and his men stood bravely against grim odds and very few of them survived; it is said that with the help of an unnamed hero they where finally able to defeat the King of the Giants and bring an end to the war."
- **Drangleic Armor** - "Traditional Drangleic armor. Belonged to Captain Drummond. Drummond's ancestors have served Drangleic for generations, principally as defenders of the great fort, but Captain Drummond is the last in this proud line."
- **Drangleic Sword/Shield** - "An heirloom passed from grandfather to father, and then from father to son. Drummond, and those before him, held this shield when facing those who would threaten their great land."
- **Soldier Key** - "Key to the soldier's door in the Forest of Fallen Giants. A fort was erected in the forest to face the Giants, but now the soldiers are lost and Hollowed. They are enfeebled, but not without honor, and continue to steadfastly defend their country."
- **Hollow Infantry** - "These common Infantrymen were soldiers for the kingdom of Drangleic prior to being overcome by the Curse of the Undead. Unlike Royal Soldiers and elite troops, the equipment issued to the Infantry is invariably basic and inexpensive. Now Hollow, they continue to defend their homeland from perceived threats despite their enfeebled condition."
- **Foot Soldier Sword** - "Inexpensive straight sword. Standard issue for Drangleic foot soldiers. No masterpiece, this weapon won't be used to fend off any truly threatening foe."
- **Foot Soldier Shield** - "A small shield used by Drangleic foot soldiers. A clearly makeshift shield that does not offer significant defense. The only advantage of this shield is that it makes parrying easier."
- **Infantry Axe** - "An axe wielded by Drangleic infantry. A makeshift, crude weapon that deals an underwhelming amount of damage."
- **Royal Soldier** - "A living and healthy albeit battle-scarred and exhausted soldier of the Drangleic Army. Under the command of Captain Drummond, they defended the fort against the invading Giants. Many of those who died during the battle rose again as Hollows and have continued to watch over the fort to this very day."
- **Royal Soldier Armor** - "Royal Drangleic soldier armor. Equipment crafted by the royal blacksmith. Finely polished and ready for battle."
- **Hollow Royal Soldier** - "Now Hollowed, these were once Royal Soldiers of the Drangleic Kingdom. Their equipment was constructed by the royal blacksmith from high quality materials, but now it is falling apart. They continue defend the kingdom loyally."
- **Hollow Soldier Armor** - "Armor worn by Hollowed royal soldiers. Appears to be crafted with quality materials, but is highly degraded and close to falling apart. Wearing this will be of little use."
- **Hollow Soldier Shield** - "Shield of hollowed royal soldiers. The thing is in tatters, and only serves as a shield in a most minimal respect. The accoutrements of royal soldiers feature a depiction of a brave knight from an old parable."
- **Old Ironclad Soldier** - "Originally, Ironclad Soldiers were minions created by the Old Iron King with an enchantment of souls. The enchantment is long gone and the iron husk that remains is quite decrepit. The soldiers who don this armor now never speak, and no one has seen their faces. Could it be that King Vendrick of Drangleic revived these ancient creations, or perhaps he produced war golems of his own?"
- **Old Ironclad Armor** - "Old armor worn by Ironclad Soldiers. Provides high defense, but extremely heavy. One day, warriors wearing decrepit armor emerged from Drangleic castle, and quietly assumed positions amongst the royal army. Not one of them ever spoke a word, or revealed the face under the mask."
- **Giant Lord** - "King of the Giants that invaded Drangleic, this towering monstrosity came to the fight complete with his crown and massive Greatsword. He seeks vengeance for the subjugation of his kingdom and intends to reclaim a precious prize stolen from him by King Vendrick, but what could this "prize" possibly be…? "
- **Giants Club** - "Club of the Giants that besieged Drangleic. Nothing more than a boulder bound to a tree, but a very powerful, if primitive, weapon. ~~A human would require great strength to wield this Giant-sized club.~~ *King Vendrick, in adherence to Queen Nashandra's counsel, led his armies north in an effort to subjugate the Giants, and claim their powerful souls for his own.*"
- **Giant Lord's Soul** - "Soul of the Giant Lord, who once conquered Drangleic. ~~The Giants landed on the northern shores, and set siege to King Vendrick's castle to claim an invaluable prize.~~ *Vendrick crossed the seas, took prisoner the Giants, and brought them back to his castle, clapped in irons. However, after this modest triumph, his countenance could be seen to grow darker with each passing day.* Use the special soul of this Giant to acquire numerous souls, or to create something of great worth."
- **Giant Stone Axe** - "Greataxe forged from the Last Giant's Soul. This weapon resembles a primitive stone tool, but is quite powerful owing to its immense size. ~~The giants were eventually defeated by an unnamed hero, but alas, victory came all-too-late.~~ *King Vendrick disappeared as of the war with the Giants reached its ferocious peak, leaving his castle Some swear that upon hearing the news, the Queen's face remained as still as her portrait.*"

- **Soul of the Last Giant** - “Soul of the surviving giant, who was bound below the Forest of the Giants. ~~Many seasons had come and gone, and the giant prepared for his final rest. But his soul remained magnificent, testimony to his former strength~~. *The lord of the Giants, who had brought wrack and ruin to the entire kingdom, was said to have been felled by an unknown warrior. His beaten and broken remains were then dragged beneath the stronghold, where he was sealed away.* Use the special soul of the Last Giant to acquire numerous souls, or to create something of great worth."
- **Soul of a Giant** - "Soul of a Giant who came to conquer Drangleic. Will the Giants' resentment for the King be pacified in death, or only emboldened?"
- **Elite Giant** - "Senior soldiers of the army of Giants which invaded Drangleic long ago. Far larger and more formidable than their subordinates, the only Elite Giants to have survived the war reside in a hidden cavern in Black Gulch. The two obelisk sized stone clubs wielded by an Elite Giant can reduce flesh to paste and bone to powder. This mountain of a foe is beyond all but the mightiest of warriors… or the most bottomless of ammunition stockpiles."
- **Giant** - "A member of the race of Giants first conquered by King Vendrick and later responsible for a vengeful counter-invasion of Drangleic. Giant soldiers specialize in several different types of combat and can be differentiated by their appearance."
- **Flame Salamander** - "These mysterious creatures serve an unknown purpose, but they are locked within the soldiers' fort behind a door older than the Kingdom of Drangleic itself. Their fiery presence seems to alter the environment itself." - T*he door before the Last Giant in FotFG*
- **Iron Key** - "Key to the iron door of the Iron Keep. The Old Iron King's castle sunk into a lake of fire, weighed down by the castle's iron, and the burden of the king's conceit. Over the ages, the iron was stripped from the castle by opportunistic passers-by." *Opens the door before the Last Giant in FotFG*

Chapter 21 Heide's Tower of Flame: Home of the Cathedral of Blue

- **When speaking to to Licia**

"I expected this cathedral to be bustling, but there's hardly a soul to be found here. Without any goings-on, I'll have to move soon. To a place I could gull the… Sorry, help the gullible by teaching the good word…Hah hah…"

- **When speaking to Saulden**

"Do you ever cry out for help? The journey of an Undead is long and treacherous. You'll face invaders from other worlds at every turn. If you need help… Why not proclaim faith in the Blue Sentinels? When you face danger, the Blue Sentinels will come to your aid. Protection is yours, if you wish. You need only accept their kind embrace."

Yes - "That is a wise decision. People are weak…But the Blue Sentinels watch over us in their benevolence. Let the Sentinels cradle you in their embrace."

"Heide's Tower of Flame lies beyond the far gate. In the cathedral, the apostles of blue gather. But the road leading there is perilous. The gate is rigged with some contraption… But how it works, I just don't know…"

- **When speaking to Maughlin**

"A group calling themselves the Blue Sentinels have gained much power in Volgen. You can't even run a shop without their blessing. They claim to be working for the greater good, oh…but it's absolute hogwash."

- **When speaking to Titchy Gren**

"Have you heard of the Blue Sentinels? They're a thorn in our sides, to say the least. Their men are obsessed with hunting down blood servants. Ah, who cares? It's just another chance to spill more blood. Doesn't that excite you, hm? Heh heh…"

- **Old Dragonslayer Soul** - "Soul of the Old Dragonslayer The Old Dragonslayer is reminiscent of a certain knight that appears in old legends. Use the special soul of the Old Dragonslayer to acquire numerous souls, or to create something of great worth.”
- **Dragonslayer Spear** - "A ranseur forged from the soul of the Old Dragonslayer. The spear of the knight known as the Dragonslayer was imbued with the power of lightning, and shattered the stone scales of dragons. Strong attack unleashes its latent power. Effect: lightning, special attack (strong attack)"
- **Old Leo Ring** - "The beloved ring of a dragon-slaying knight. Strengthens thrust weapon counter attacks. After many years of use, the ring's face has worn down, but close inspection reveals an engraved lion." Dropped *by Old Dragonslayer*
- **Dragonrider Soul** - "Soul of a Dragonrider, who faithfully served King Vendrick. Long ago, the dragonriders mounted wyrms, and were feared on the battlefield for their unparalleled strength. Use a Dragonrider soul to acquire numerous souls, or to create something of great worth."
- **Heide Knight** - "Whether Heide was a proper kingdom or not isn't clear, as it fell into the sea long ago. What is known is that the Way of Blue originated in Heide. Equipment from Heide still exists today, as well, which speaks to the durability of the special alloy used in its construction. If this knight truly is from the ancient land of Heide, is it possible that time distortion explains his presence?"
- **Old Knight** - "These giant warriors are relics of an era that has long passed. Whether they attack you out of madness or merely as a trial for would-be Knights of the Blue will matter little if they manage to cut you down, though, so stay alert. If you do intend to enlist as a Knight of the Blue, you'll require the power of the Cracked Blue Eye Orbs they hold, so consider this your rite of initiation."
- **Old Knight Armor** - "Old undated Armor. How old could this nearly-crumbling armor be? Has extremely low durability.

Sometimes, just as a thing falls to pieces, it unleashes its last flash of great power…"

- **Old Knight Greatsword -** "An old undated greatsword. Wielded by a warrior from a time so ancient that there exists no record of his endeavors. Has extremely low durability. Sometimes, just as a thing falls to pieces, it unleashes its last flash of great power…"
- **Cracked Blue Eye Orb -** "Online Play item. Invade the world of the guilty. Can only be used by members of the Blue Sentinels covenant. Punish the guilty to strengthen the bond with your covenant."
- **Token of Fidelity -** "Token recognizing that the owner has traveled worlds to help others. When in other worlds, it can be also used to restore the master of the world's HP, but this is only a secondary effect of the item. Simply carrying these tokens shows the depth of the holder's fidelity." *Necessary to join BoB*
- **Blue Seal -** "Ring of the Way of Blue covenant. Increases HP slightly. The Way of Blue is not a developed religion. It is a humble prayer that spread naturally amongst those seeking help. When apostles of Blue are invaded by dark spirits, they can receive assistance from masters of other worlds."
- **Guardian's Seal -** "Ring of the Blue Sentinel covenant. Join this covenant and wear this ring to be automatically summoned to the worlds of blue apostles who have been invaded by dark spirits. The ring is engraved with the crest of the Way of Blue, symbolizing the dignified oath to protect each world's master from dark spirits."
- **Heide Sword -** "Straight sword originating in Heide. A special alloy makes it very durable. The composition of the alloy of these swords remains a mystery, but in Drangleic the attempt to imitate it resulted in the similar bradden steel."
- **Heide Knight Chainmail -** "Chainmail worm by Heide Knights. Whether Heide refers to a kingdom or was just a name for the land is not clear, for no records date back far enough to tell. All that is know is that the Way of Blue has its origins in Heide, and that Heide was later subsumed by the sea."
- **Golden Wing Shield -** "A blue shield with a gold relief of wings. Likely a symbol of guardianship used by Knights of the Blue.. Contains materials enchanted by magic, allowing spells to be deflected by parrying."

Chapter 22 No Man's Wharf: Home to the Conquered Varangian Pirates

- **Flexile Sentry -** "This monstrous, contorted sentry was assigned the task of emptying the dungeons of poor, cursed souls. This terrifying lizard-like creature oversees the ferrying of undead into the Lost Bastille. The Bastille is one of your destinations, but will you go as a triumphant warrior, or as an imprisoned hollow?"
- **Flexile Sentry Soul -** "Soul of the Flexile Sentry. The Flexile Sentry is a merciless creature whose purpose is to punish the Undead. Us the special soul of the Flexile Sentry to acquire numerous souls, or to create something of great worth."
- **Warped Sword -** A curved greatsword forged from the soul of the Flexile Sentry. There is something unsettling, and at the same time beautiful, about its long curved blade. ~~Long ago, the dungeons overflowed with the accursed, and the King commanded a contorted sentry to deliver those who had no cells to a faraway land, and to make certain they were never heard from again.~~ *The sentry crammed inmates of the overflowing Bastille onto a rickety ship, and cast them out to the open sea. The majority of them drowned or starved, but a few hardy survivors made land to the south, and imparted their knowledge of sorcery to the people there.*"
- **Varangian -** "The Varangians were a fierce band of pirates who prowled the seas of Drangleic's northern coastline. They were conquered by a former king who chose to force them into hard labor at No Man's Wharf rather than imprison them. They continue to labor at No Man's Wharf, and still fight with deadly proficiency. Of particular note is their long-range Sea Bow; it was once used against monsters at sea, but it will now be put to use against you…"
- **Varangian Armor -** "Armor worn by Varangians that terrorized nearby seas. The coastline stretches far in northern Drangleic. Beyond this northern sea is an unexplored continent, said to be the home of things inhuman."
- **Varangian Sword -** "Straight sword wielded by Varangians and engraved with a skull. A former king launched a campaign to capture these terrors of the high seas, but rather than imprison them, forced them into hard labor at No-man's Wharf. *The king, wracked with fear and suspicion, began to see the progenitor of the curse in anything and everything. During his reign, sorcerers in particular suffered dreadful persecution.*"
- **Sea Bow -** "A bow built for sea-faring marine warriors. Has an extended range for hunting down sea monsters from afar. A great sea lies to the north of Drangleic, and beyond that is an unexplored continent that is home to things inhuman."
- **Shadow Top -** "Used to hide in the cover of night. Those who are especially adept assassins are often hired as bodyguards. In an attempt to stave off the curse, King Vendrick hired shadowmen to put down the Hollows, but before long they were Hollowed themselves."
- **Dark Stalker -** "The origin of the Dark Stalkers is shrouded in mystery, bu they drop equipment traditionally used by pyromancers. Could it be that those so entranced by the flames have now come to fear it? Or has their intense hatred f the flame ed them to hunt those who control it?"

Chapter 23 The Lost Bastille: The Great Prison

- **When speaking to Straid**

"Once people became aware of their own frailty… They seized anybody they found undesirable, cursed or no, and impounded them here. Whoever posed even the slightest threat, was removed. All so that they could sleep better at night. They even turned the great Straid into a stone! Hah hah!"

- **When speaking to Shalquoir**

"Once, people tried to round up the Undead and hide them away from the world. They thought that imprisoning the Undead would solve the problem. They created a towering bastille to contain them, but in the end, it did no good. The Lost Sinner lives deep within the bastille. The fool. Trying to light the First Flame…"

- **Soul of the Lost Sinner** - "Soul of the Lost Sinner, prisoner of Sinner's Rise. The Lost Sinner eternally punishes herself for the sins of her past. Use the special soul of the Lost Sinner to acquire numerous souls, or to create something of great worth."
- **Lost Sinner's Sword** - "An ultra greatsword forged from the soul of the Lost Sinner. Its blade saps the life of its wielder. The true nature of this sword is unknown, even to the Lost Sinner herself. Those who choose this sword will share the burden of the Lost Sinner's misdeeds. Effect: Attacks also damage player."
- **Penal Mask** - "Mask of the Lost Sinner. Increases equip load. The spikes pointing inward suggests that this was not only used to blind prisoners, but to torture them as well. Effect: Raises equipment load"
- **Penal Handcuffs** - "Hand restraints of the Lost Sinner. Increases power of pyromancy. A device used to restrict use of the hands. By now, no one knows who this was used to punish, or for what reason. Effect: Raises power of pyromancies"
- **Penal Straightjacket** - "Straightjacket of the Lost Sinner. A tightly cinched belt presses against the waist. By now, no one knows who this was used to punish, or for what reason."
- **Penal Skirt** - "Skirt worn by the Lost Sinner. A tattered skirt that the guilty wear in shame. By now, no one knows who this was used to punish, or for what reason."
- **Old Witch Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth"
- **Flame Weapon** - "Pyromancy that imbues weapon in other hand with fire. Adds fire damage to the types of damage the weapon already inflicts. Pyromancy and sorcery are said to be like oil and water, but in fact their origins can be traced to a common source."
- **Chaos Blade** - "A katana on unknown origin. Damage to foes also damages its owner. The peculiar pattern upon the blade suggests the sinister nature of this cursed blade. It is an alluring vortex, and a lonely soul. Effect: attacks also damage player."
- **Ruin Sentinel Soul** - "Soul of the Ruin Sentinel, a creation of the jailer. The Ruin Sentinel has no corporeal form. It is only an empty soul that haunts the armor. Use the special soul of the Ruin Sentinel to acquire numerous souls, or to create something of great worth."
- **Ruin Armor** - "Armor worn by the jailer's creation, the Ruin Sentinel. The sentinel has no form, its soul residing within the armor itself. Stare at it for long and its seems ready to spring to life, but surely, such is an illusion."
- **Belfry Gargoyle Soul** - "Soul of the Gargoyle of the Lost Bastille. The elaborate stone statue on the belfry mysteriously came to life. Use the special soul of this living statue to acquire numerous souls, or to create something of great worth."
- **Gargoyle Bident** - "A two-pronged spear that imitates a weapon mentioned in an ancient text. Gargoyles are said to guard castles and forts, from ill fortune, and they have appeared in many forms in all the great lands throughout history. Some of them are so meticulously crafted that they look as if they might come to life."
- **Bastille Key** - "Key to the cells of the Lost Bastille. Long ago, a bastille lord, driven to desperation by the rapid spread of curse across the land, began to see each subject as a carrier of the blight, and locked them away in droves. This entire bastille was turned into a prison, and left abandoned to rot with its prisoners."
- **Antiquated Key** - "This key is very old, but in very good condition, such that it should still function. Only, what lock does this key fit?"
- **Undead Jailer** - "The Undead Jailers of the Lost Bastille carry primitive weapons intended to instill fear and can even use pyromancy to burn escapees, and intruders, to a crisp. The Jailers are wrapped in bandages. What lies beneath? Have they been burned by their own flames, or are they hiding a darker secret?"
- **Undead Citizen (Brown/Black Core)** - "These Undead Citizens have been gathered up and exiled to the distant prison. For many their only crime was showing signs of the "Curse." But before you decry this injustice, face them in battle and see what horrors they are capable of…" *found in the lost Bastille*
- **Enhanced Undead** - "This deformed, unnatural creature must surely be the product of some serious misdeeds. Who created this monstrosity, and is it what they intended to make? It almost seems to be half-dragon, but, whatever it is, it has a mind of a Hollow."
- **Royal Swordsman** - "The Royal Swordsman were chosen from the bravest of King Vendrick's men, and provided them with the best armor available for the war against the Giants. However, very few survived the battles. While they may be no match for Giants, they still pose a threat when they attack you in numbers."
- **Flexile Sentry** - "This monstrous, contorted sentry was assigned the task of emptying the dungeons of poor, cursed souls. This terrifying lizard-like creature oversees the ferrying of undead into the Lost Bastille. The Bastille is one of your destinations, but will you go as a triumphant warrior, or as an imprisoned hollow?"
- **Warped Sword** - A curved greatsword forged from the soul of the Flexile Sentry. There is something unsettling, and at the same time beautiful, about its long curved blade. ~~Long ago, the dungeons overflowed with the accursed, and the King commanded a contorted sentry to deliver those who had no cells to a faraway land, and to make certain they were never heard from again.~~ *The sentry crammed inmates of the overflowing Bastille onto a rickety ship, and cast them out to the open sea. The majority of them drowned or starved, but a few hardy survivors made land to the south, and imparted their*

knowledge of sorcery to the people there."

- **Varangian Sword** - “Straight sword wielded by Varangians and engraved with a skull. A former king launched a campaign to capture these terrors of the high seas, but rather than imprison them, forced them into hard labor at No-man's Wharf. *The king, wracked with fear and suspicion, began to see the progenitor of the curse in anything and everything. During his reign, sorcerers in particular suffered dreadful persecution.*"

Chapter 24 Huntsman's Copse: Home of the Undead Purgatory, and the Undead Hunts

- **Skeleton Lord Soul** - "Soul of a Skeleton Lord, who reigned from deep within the Huntsman's Copse. The Old Iron King commanded the capture of all Undead, but those charged with the task were overcome by the curse."
- **Bone King Crown** - "Skeleton Lord Crown. High dark defense. The Old Iron King led his best men on Undead hunts, but their memories were purged in rebirth."
- **Bone King Robe** - "Skeleton Lord robe. High dark defense. The very men who were ordered to hunt down the Undead were themselves hollowed, and founded a kingdom of bone."
- **Roaring Halberd** - "Halberd forged from the soul of a Skeleton Lord. Imbued with the power of dark. The unsettling skull carved into this halberd recalls the final moments of the Skeleton Lord from whom it was created."
- **Executioner's Chariot Soul** - "Soul of the Executioner's Chariot, that holds control over the Undead Purgatory. The Chariot was created only to torment Undead, and it took the form of a horrendous mad steed, a window into the soul of its master. Use the special soul of the Executioner's Chariot to acquire numerous souls, or to create something of great worth."
- **Chariot Lance** - "Lance forged from the soul of the Executioner's Chariot. Its cross-shaped blade causes bleeding. The perverse design of this spear mirrors the chariot from which it came, a merciless creation that endlessly tortured Undead."
- **Shield Crossbow** - "Crossbow created from the soul of the Executioner's Chariot. Iron plate serves as a shield while firing. The merciless chariot inflicted agony upon others with utter impunity, and the crossbow created from its soul strives to protect from possible retribution. Effect: guard while firing"
- **Executioner's Armor** - "Black Armor worn by the executioner of the Undead Purgatory. The spikes are designed to evoke fear. The executioner mercilessly put down countless Undead, but how could he know that it was never his own will, but that of the chariot horse?"
- **Torturer/Executioner** - "These wicked Torturers don't wield conventional weapons - the tools of their trade are intended to inflict pain upon their Undead victims rather than death. If you underestimate them, you'll find that regardless of their intention, they certainly can kill you."
- **Undead Lockaway Key** - "Key to the prison in the Huntsman's Copse. The Undead hunts during the reign of the Iron King took place in this forest, and the cells in which the Undead were held still stand there to this day. However, the march of time has eroded any difference between the captors and the captives."
- **Cracked red Eye Orb** - "Online play item. Invade other worlds. Defeat the master of the world you have invaded to acquire a Token of Spite. The residual sins of those who have succumbed to dark temptations are contained in the form of the Cracked Red Eye Orb."
- **Token of Spite** - "Token recognizing that the owner has traveled worlds to defeat others. Simply carrying these tokens shows the bitterness of the grudges the holder has accumulated." *Need to join the BoB*
- **Artificial Undead** - "A massive, hulking beast of an Undead, this creature is disturbingly unnatural. This patchwork monstrosity wields two Full Moon Sickles and swings them with immense power. Who would create such a monster? The Iron King himself sought to destroy the Undead, not create them…"
- **Greatsword Red Phantom** - "This phantom stands watch over the entrance to the Undead Purgatory. His origin is unknown, but he is currently standing guard over the entrance to the domain of Nahr Alma's followers."
- **Skeleton** - "These reanimated corpses are often under the control of a Necromancer, and they will be revived repeatedly until their Wizard is killed. Whether they served the Iron King or fled from his troops in life makes no difference now, as they are the property of their necromantic masters."
- **Rogue** - "Dangerous in life as thieves and highwaymen, these Rogues are now doubly so in death, as Hollowing has robbed them of their reason. In life, they may have lusted after material wealth, but in death they seek your very Soul."
- **Rogue Hood** - "Hood worn by Hollowed thieves. The hood is primarily intended to hide the face of the wearer, and is of no practical value as defensive gear."
- **Bound Hand Axe** - "An axe with an unusual design. Found in the Undead Purgatory. The chains and spikes wrapped around the axe cause bleeding, but weaken the axe's effectiveness when slashing. Accessories that are added to a weapon for the sole purpose of tormenting foes can often detract from the weapon's natural effectiveness."
- **Bound Wooden Shield** - "A shield with an unusual design. Found in the Undead Purgatory. The chains and spikes wrapped around the shield cause bleeding, but weaken the shield's effectiveness. Accessories that are added to a weapon for the sole purpose of tormenting foes can often detract from the weapon's natural effectiveness."

Chapter 25 Harvest Valley: Home of the Earthen Peak

- **When speaking to Gilligan**

"…Psst, have you heard? …Well, apparently there's this monster lady, right… …And the poison, well, does wonders for her body… …You know, health and beauty, and that sort of stuff… …And I thought only human women were so petty!"

"…That creature, she was human, once, you know… …Hmm, In fact, she was wed to the Prince of that nearby castle… …But her husband, hmm, he had feelings for another… …The Princess was desperate, and sought eternal beauty… …Hoping that it would restore the Prince's, ah, affection, ha you see what I mean…"

"…Before long, the Princess' ire transformed her into a monster… …Now listen here. When do you think this all happened? …Long ago, when this very land was called something else… …We say Drangleic now, but… …Countless kingdoms have risen and fallen on this very spot… …And this won't be the last…oh no…"

"…That damned hag just can't let her old flame go… …She's going to get us all burned…"

- **Soul of Mytha Baneful Queen Soul** - "Soul of Mytha, the Baneful Queen, who lives in the Earthen Peak The Queen sought the King's affection, even poisoning herself to attain beauty, despite the monstrous consequences. All for the compelling madness known as love Use the special soul of the Queen to acquire numerous souls, or to create something of great worth."
- **Mytha's Bent Blade** - "Dagger forged from the soul of Mytha, the Baneful Queen, Coated with a potent poison. Mytha was the fairest queen in the land, until something unhinged her. Was it the poison found deep within the earth, or the passion that consumed her heart?"
- **Covetous Demon Soul** - "Soul of the Covetous Demon, that devours all things. Eating is an expression of desire. There once was a man whose deep affections were unrequited. He transformed into the Covetous Demon, which only made him lonelier than before. Use the special soul of the Covetous Demon to acquire numerous souls, or to create something of great worth."
- **Bone Scythe** - "Scythe forged from the soul of the Covetous Demon. The curved spine of the Covetous Demon is as hard as rock, and rather than slicing through flesh, this weapon seems to grind it apart. That thing that ended up as a monstrous fiend, what was it to begin with, and why did it never leave the queen? Perhaps it was entranced by some perversion of love."
- **Undead Steelworker** - "These brutish characters may have once worked for the Iron King in the construction of the many weapons and armors that he required, but now they are as Hollowed as the Laborers who slave away in the mines. There is a difference, however: Strength. The Steelworkers have huge hammers whereas the common laborers merely flail about with their arms."
- **Manikin** - "These advanced puppets were given life by the Baneful Queen, and she uses them to lure unsuspecting fools into her traps. Once upon a time, the Manikins had heads, but the Queen ripped off their faces in a fit of rage. Watch yourself, or yours will be next."
- **Manikin Set** - "Mask of the manikins of Harvest Valley. A fickle queen gave them life, and tore off their faces. How else could she forgive those who dared gaze upon her"
- **Manikin Armor** - "Top of the manikins of Harvest Valley. The peculiar art of puppetry is a vestige of the two lost lands. A queen breathed life into these dolls with the very miasma that afflicted her poison- drenched bosom, so that she would have slaves to serve her temperamental will."
- **Manikin Claws/Knife/Sabre/Shield** - "used by the manikins of Harvest Valley. The peculiar art of puppetry is a vestige of the two lost lands. The Queen, entranced by poison, used it to beckon unknowing souls to the defiled valley."
- **Desert Sorceress** - "The desert Sorceress of Jugo project a very seductive image, and they use their looks to deceive others. In reality, even many who realized that this a trap fell prey to the Sorceresses' wiles. Perhaps they are part of Mytha's scheme to lure more victims into her web?"
- **Skeleton** - "The skeletons in this region are of unknown origins. They could be former subjects of the Iron King who were worked to death in the poisonous mines or poor Souls who wandered in more recently. Regardless, whether it was the massive Pools of Poison or giant monsters overseeing the Laborers, something killed these poor fools… but they've left it to you to finish the job."

Chapter 26 Shaded Woods: Where the Road Forks

- **When speaking to Tark**

"I wish to ask a favor of you. I want you to kill my betrothed. Once, I always found her at my side. But as time went on, things went awry. She became violent, raging uncontrollably. Eventually she came after me. And we've been locked in combat ever since."

"We seem to be at a standstill. The wounds we exchange are never lethal. I was born of my master's madness. Perhaps this is some curse. I will be sure to assist you in return."

After defeating Najka - "You've defeated my better half. This is my thanks. Take it."

- **Scorpioness Najka Soul** - “Najka was born of the misdeeds of an ancient being, frail soul from the beginning, that soon succumbed to madness. Use the special soul of Scorpioness Najka to acquire numerous souls, or to create something of great worth.”

- **Tark -** “The product of a twisted experiment in a age post past, Tark's body is human above the waist and scorpion below. While is terrifying appearance unilaterally scares away most visitors or misleads them into assuming he is a monster and attacking him, in actual fact Tark is a respectable and upstanding person who apparent loneliness is more than understandable given his circumstances. Tark resides in the Shaded Ruins and originally lived with his wife Najka, a female human-scorpion born from the same experiment as he. Najka's transformation, however, had rendered her mind fragile and unstable; she gradually went insane and ultimatum developed into a raging beast.”
- **Goblin -** "Goblins are humanoid creatures that lurk in the Shaded Woods. These deformed monstrosities give a grotesque impression and do not appear to be products of a natural evolution; rather they seem to have once been human. What twisted force could have rent their humanity and left them in this sad state…?"
- **Basilisk -** “A peculiar species of reptile which has developed a number of ingenious adaptations for self-defense. The large bulbous eyes on their heads are in fact fake and act as deterrents to would-be predators; Basilisks are also capable of spraying a petrifying mist which has earned them their well-deserved name.”
- **Giant Basilisk -** “An impressive Basilisk specimen of enormous size with mottled green skin like that of a chameleon. Whether these creatures are the result of a divergence in the species' evolutionary line or the product of Aldian experimentation is unclear. They are not actively predatory and will make no attempt to attack unless cornered, so observers not looking for a fight would be wise to give a wide berth.”
- **Forest Guardian** - "Guardian spirits lurking in the thick fog of the central Shaded Woods. Their identities are completely unknown as they barely maintain corporeal forms and are almost invisible against the mist. Are they fallen soldiers of a war long past, or the remnants of a clan that once dwelled in this ancient land?"
- **Lion Clan Warrior** - "A species of anthropomorphic lions whose sudden appearance on the stage of history suggests that they are not of natural origin. They despise other races and will arbitrarily slaughter those not of their clan."
- **Lion Clan Shield** - "Shield used by the Lion Clan warriors. Made of wood, but reinforced with metal. Light yet sturdy. The design on the shield appears to have some religious significance, but we will never know what sort of gods these warriors answer to."
- **Lion Greataxe** - "Greataxe wielded by Lion Clan warriors. The finely-crafted blade cuts smoothly, evidence that the lion clansmen are much more than vulgar beasts."
- **Lion Warrior Cape** - "Cape worn by Lion Clan warriors. The Lion Clan are an offshoot race that have no ties to humans, and would murder anyone with the curious notion of approaching them. The lion clansmen seem to despise their own looks, as they hate being seen. Effect: Reduces falling damage."
- **Lion Mage Robe** - "Robe worn by Lion Clan mages. The Lion Clan are an offshoot race that appear in historical records quite abruptly, as if one day they climbed up out of the depths of the very earth itself. Effect: Improves casting speed"

Chapter 27 Brightstone Cove Tseldora: Home of the Withering Ruin, and its Keeper

- **When speaking to Sweet Shalquoir**

"Men develop the most peculiar fascinations. Sometimes their fascinations seem to take control. Till there's very little man left. Hee hee hee… Oh, it's like that awful traitor long ago. He coveted what he did not have, and it drove him mad. What a curious conundrum. Hee hee hee… The Writhing Ruin keeps searching as we speak. Searching for its heart's desire."

- **The Duke's Dear Freja -** “A monstrous two headed spider which serves as the keeper of the Withering Ruin. Apparently Duke Tseldora's pet and more than likely the progenitor of the swarms of Parasite Spiders which overran and destroyed Brightstone Cove. But what could the Duke have wanted with such an abomination, and what madness could have possessed him to allow the destruction of his own domain?”
- **Soul of the Duke's Dear Freja -** "Soul of the Duke's loyal Freja, the writhing Ruin's Keeper. The Writhing Ruin is an ancient thing whose shadow remains cast over the land. ~~Tseldora is a place burdened by terrible misdeeds, and those who remained there were transformed beyond recognition.~~ *It first took possession of a solitary insect, but grew its power, feasting on the wealth of twisted souls found in the land.* Use the special soul of the Keeper to acquire numerous souls, or to create something of great worth"
- **Spider Fang/Silk -** "forged from the soul of the Duke's Dear Freja. Its blade is coated with a sticky silk that is cast with each strong attack, slowing enemy movement. Supposedly, the duke himself, an eccentric soul fascinated with spiders, went on to take a form that was far from human."
- **Old Paledrake Soul -** "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth"
- **Ancient Dragon Soul -** "Soul of the great ancient dragon that stands magnificently, deep within the shrine. This powerful being stands and waits, for whoever may visit him. Use the dragon soul, created by those who peered into the essence of the soul, to acquire numerous souls, or to create something of great worth." *Found in Ancient Dragon Memories*
- **Duke Tseldora -** “The aranchnophiliac proprietor of Brightstone Cove Tseldora and founder of the mining town that once flourished there. The brightstone boom brought great wealth and prosperity to the community, but one day the mine was overrun by giant spiders while the Duke Tseldora merely stood by and watched. The Duke vanished without a trace after the towns destruction and is widely presumed to have been among the casualties; s more detailed investigation has not been conducted as those who visit the ruins frequently fail to return.”

- **Duke Tseldora** - “Propertier of Brightstone Cove and founder of the mining town which once flourished there. Duke Tseldora disappeared after the town was suddenly and mysteriously overrun by spiders and was never heard from again. Though the circumstances surrounding Brightstone Cove's destruction remain unclear, the murky truth behind Duke Tseldora's disappearance seems somehow related to his unnatural obsession with spiders...”
- **Brightstone Key** - "Key to the Brightstone Cove Tseldora. The eccentric Lord Tseldora, known for his fascination with spiders, built a town and a personal fortune by mining brightstone. One day, the town was overrun by spiders, but lord Tseldora only stood by and watched, eerily contented."
- **Tseldora Den Key** - "Key to the den in Brightstone Cove Tseldora. The fools that venture into Tseldora, unaware of the ancient deeds that still haunt the cove, are transfigured into unspeakable malformations."
- **Prowling Magus** - “An Aldia Warlock who occupied the abandoned Brightstone Cove Chapel and began using the site to conduct dark rituals with his Congregation of enslaved Undead. His minions do not take kindly to interruptions of their services and readily offer p intruders to their maser as sacrifices.”
- **Dark Cleric** - "Drangleic clerics in the service of the Prowling Magus. How and why they came to serve this evil being is as mysterious as the clerics themselves; it is uncertain whether they even retain their own consciousnesses or are merely extensions of the Magus' will."
- **Undead Supplicant** - "Members of the Prowling Magus' Congregation, these withered Undead have fallen completely under their master's control. Retaining no will of their own, they now serve the Magus with blind dedication."
- **Parasite Spider** - "Brightstone Cove was abandoned years ago when the town was suddenly and mysteriously overrun by this parasitic species of giant spider. Many of the residents who were unable to escape were caught by the spiders and became their hosts, doomed to wander mindlessly at the whims of their bloodthirsty masters."
- **Parasitized Undead** - "Former residents of Brightstone Cove who failed to escape the wave of invading spiders and became the parasitic arachnids' hosts. A gruesome fate undeserved by those whom it befell, the still-living host is used as a source of nourishment by the spider as it seeks out new sources of food."
- **Hollow Mage** - "Hollow Drangleic mages encountered in Brightstone Cove Tseldora. Whether they were there before the town's destruction or moved in afterward is unknown; what is painfully clear is that they have no intention of allowing visitors to leave the ruins alive"
- **White Hollow Mage Robe** - "Robe worn by Hollowed Drangleic mages. Drangleic mages wore different garb depending on their sex. What function this served, however, is unknown, as with many old practices. This is a men's robe."
- **Porcine Peasant** - "A peasant of the unknown origins whose soul haunts the ruins of Brightstone Cove. This enigmatic character carries the peculiar Porcine Shield, but whether this is a clue to his identity or simply a coincidence can only be left to speculation."
- **Undead Peasant** - “Former working class residents of Brightstone Cove Tseldora. The mysterious events surrounding the towns destruction robbed theses unfortunate souls of their humanity and reduced them to cursed monsters; they now viciously attack any who wander into the settlement's remains.”
- **Tseldora Cap** - "Cap worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle. ~~Its design recalls Tseldora's glory days, the peak of the brightstone boom.~~ *Tseldora flourished with the discovery of brightstone, deep under the settlement. But with this prosperity came greed in equal measure, and the people were ever in search of that which they lacked.*"
- **Tseldora Robe** - "Robe worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle. ~~Its design recalls Tseldora's glory days, the peak of the brightstone boom~~. *The brightstone that brought prosperity to Tseldora served to stoke the flames of its peoples' desires, eventually leading to its ruin. Those bewitching, brilliantly gleaming stones are said to be fragments of a being that one roamed the entrails of the earth.”*
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Chapter 28 The Gutter: Home to All Things Unwanted or Tossed Away

- **When speaking to Gilligan**

"That gaping hole? Hell, search me. It's where the people round here toss all their rubbish. Corpses or you know what… Whatever they'd rather be rid of. Oh, and, and those human statues. Who are they supposed to be? Anybody, I suppose. Probably just some auld pagan custom. What's it like at the bottom of the hole? Why in the hell would I know! Hah!"

"Oh, yes, somebody told me that the grave of a… of a saint lies below here. Not built by the King, no no. It dates back to a time long before him. The tomb connects to that hole. And there's…there's…there's something about some…some Rat King down there. Hell, if the old rat is as rich as they say, maybe I should go and pay him a visit!"

- **When speaking to Shalquoir**

"You've seen that gaping hole here? Well, there's nasty little vermin down there. Although who you seek is even further below. And has been down there for a very, very long time. He's plumb Rotten by now, I'm sure! Hee hee hee…"

- **When speaking to Saulden**

"Have you seen that pit? That gaping hole in the earth. I don't know what it's like down below, but I wouldn't suggest trying to find out. Besides, you'll never make it down there, not without a ladder of some sort."

- **Soul of the Rotten** - "Soul of the Rotten, who writhes deep within the Gutter. The Rotten embraces all, in his sanctuary for all things unwanted or tossed away. Use the special soul of The Rotten to acquire numerous souls, or to create something of

great worth."

- **Butcher's Knife** - "An oddly large butcher's knife. Not your standard weapon, but certainly deadly enough to be utilized as one. Absorbs the HP of foes. Who in their right mind would create such a thing? Perhaps it is best not to dwell on how it was likely used in the past. Effect: HP absorb" *from Soul of the Rotten*
- **Old Dead One Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth."
- **Forgotten Key** - "Key found in the Gutter. Intricately designed, but of unknown origin. All manner of terrible things have been cast into the Gutter in Majula, forming a settlement of filth and chaos."
- **House Key** - "Key to the abandoned house in Majula. Received from Cale the Cartographer. In the past, Majula served as a dumping ground for horrible things, but is now a gathering place for those with no better place to go. It seems this house in Majula was the final home for a few such souls."
- **Corrosive Ant Queen** - "A queen of the species of giant corrosive ants native to Jugo. Only one exists in Drangleic; its presence in The Gutter seems to suggest that it began its life in the laboratory of Lord Aldia's mansion and eventually outlived its usefulness."
- **Undead Citizen (Red Core)** - "Former citizens of Drangleic who were the victims of Lord Aldia's experiments. Their bodies are horribly disfigured as a result of the unspeakable procedures to which they were subjected, their life forces now sustained by unstable and highly-volatile Souls." *found in the Pit*
- **Hunting Dog** - "A mutated canine born from the experiments conducted by Lord Aldia. Hunting Dogs are not a naturally-occurring species and are therefore only found in areas to which they were introduced by the Dragon Acolytes. A number of them were dumped into The Gutter over the course of Lord Aldia's research and continue to prowl its depths in search of anything that might serve as a meal."
- **Melinda the Butcher** - "Wherever the lost and wretched gather, those who prey upon them are never far away. So it always has been, and so it is in The Gutter, a settlement of filth and pestilence where the endless struggle to survive has driven its darker souls to seek sustenance through the consumption of living flesh. Beware, lest the cannibalistic legacy claim yet another victim…"
- **Black Flamestone Parma** - "A small shield affixed with a black crystal. Found deep inside the Gutter, in the Black Gulch. Heavier than a standard small shield but the hard crystal boosts its defense against slashing. Some of the more determined souls exiled to the Gutter sought to scale the walls of the forsaken place and walk the earth once again, but failed, and wasted away mired in misery and resentment."
- **Black Flamestone Dagger -** "A dagger affixed with a black crystal. Found deep inside the Gutter, in the Black Gulch. Heavier than a standard dagger, but with a fine crystal that gives it a smoother slice. Some of the more determined souls exiled to the Gutter sought to scale the walls of the forsaken place and walk the earth once again, but failed, and wasted away mired in misery and resentment."

Chapter 29 The Black Gulch: The Rotten Embraces All in His Sanctuary

- **When speaking to Shalquoir**

"You've seen that gaping hole here? Well, there's nasty little vermin down there. Although who you seek is even further below. And has been down there for a very, very long time. He's plumb Rotten by now, I'm sure! Hee hee hee…"

- **Darksucker** - "Ambush predators living in the tar pits of Black Gulch. These mysterious invertebrates wait for prey to pass within striking distance and then burst out to attack, using fingerlike appendages to immobilize the victim while grinding it apart with hideous chewing mouthparts."
- **Razorback Nightcrawler** - "This giant millipede is found only in Black Gulch. In contrast to the artificial creatures roaming The Gutter, the Razorback Nightcrawler is a product of an undisturbed evolution. They are more capable of crushing a careless passerby with their great weight and tremendous power."
- **Elite Giant** - "Senior soldiers of the army of Giants which invaded Drangleic long ago. Far larger and more formidable than their subordinates, the only Elite Giants to have survived the war reside in a hidden cavern in Black Gulch. The two obelisk sized stone clubs wielded by an Elite Giant can reduce flesh to paste and bone to powder. This mountain of a foe is beyond all but the mightiest of warriors… or the most bottomless of ammunition stockpiles."
- **Dragon Talon** - "A terribly worn dragon talon. Legend has it that in the deepest reaches of the Black Gulch, behind a door locked from the inside, is a magnificent city built for a great sleeping dragon. This talon clearly dates to ancient times, but great vitality emanates from it still."
- **Black Flamestone Parma** - "A small shield affixed with a black crystal. Found deep inside the Gutter, in the Black Gulch. Heavier than a standard small shield but the hard crystal boosts its defense against slashing. Some of the more determined souls exiled to the Gutter sought to scale the walls of the forsaken place and walk the earth once again, but failed, and wasted away mired in misery and resentment."
- **Black Flamestone Dagger -** "A dagger affixed with a black crystal. Found deep inside the Gutter, in the Black Gulch. Heavier than a standard dagger, but with a fine crystal that gives it a smoother slice. Some of the more determined souls exiled to the Gutter sought to scale the walls of the forsaken place and walk the earth once again, but failed, and wasted away mired in misery and resentment."
- **Related Imagery to Shulva** – The poison statues in TBG and the petrification statues in Shulva are the same design.

Chapter 30 Shrine of Amana: Home to the Milfanito and the Sonorous Voice

- **Demon of Song** - “A hideous froglike Demon originally sealed within the Shrine of Amana. When the priestesses attending the Shrine and maintaining the seal eventually died or went hollow the Demons was set free, luring unsuspecting humans into its lair by mimicking the song of the Milfanito.”
- **Demon of Song Soul** - "Soul of the Demon of Song at the Shrine of Amana. When this demon developed a taste for human flesh, it was contained within the Shrine of Amana, but the line of priestesses who looked after the shrine and appeased the creature have died off. Use the special soul of this demon to acquire numerous souls, or to create something of great worth."
- **Spotted Whip** - "A whip born from the soul of the Demon of Song. Covered with strange spots that betray its poisonous effects. The Demon's sonorous voice, in stark contrast to its hideous form, is surely intended to lure people close so that it may devour them."
- **Milfanito** - “A songstress given eternal life by the great dead one. The Milfanito, an immortal race who sing to comfort those bound by death and ark, resign in the Shrine of Amana and have never seen the outside world. They are particularly linked to one another through a hive mind and posses only rudimentary awareness of their individual selves; this trait combined with their purity, innocence, and general naivete has resulted in several of their number either wandering into the territory of the Demon of Song or being kidnapped and carried off by outsiders with ill intentions.”
- **Shrine of Amana Maiden** - "Hollowed priestesses formerly responsible for performing the sealing rituals which imprisoned the Demon of Song. Over time the line of shrine maidens gradually died off and, with no successors to pass down the sacred rites, the seal broke and Demon was freed from its prison."
- **Staff of Amana** - "Staff held by a priestess of Amana. A ritual staff that was not intended for use in battle, but nevertheless it functions as a catalyst for sorceries and hexes. The Demon was contained within the shrine by sacred rituals, but over time the tradition was lost, and the Demon set free. It gained knowledge, and learned to lure humans into its lair using song. Effect: spell damage modifier while human"
- **Lindelt Cleric** - "An Undead Lindelt cleric of the mysterious Archdrake sect. Their homeland is subject to strict laws and emigration is a common means of escaping the authoritarian rule; a number of the defectors have found their way to Drangleic in an attempt to start new lives, but some have since gone Hollow and become a threat to the living."
- **Archdrake Armor** - "Robes of the Archdrake sect of Lindelt. Little is known about the Archdrake sect and its ancient rituals, ~~but it is said that their well-honed miracles and unwavering faith in the face of death made them worthy rivals to Drangleic's forces in their day.~~ *those who dare to indulge their curiosity have been known to simply vanish. The Archdrake sect are the keepers of Lindelt's histories, including the only record of its foundation, a tome they have good reason to keep hidden away.*"
- **Slumbering Dragon Shield** - “Shield of the Archdrake Sect of Lindelt. Represents a slumbering dragon, and is intended for use in covert rituals. ~~The secrets of Lindelt rituals are protected by the Archdrake sect, and only a select few are given access to their canon of knowledge, which includes the truthful origins of the Archdrake sect itself.~~ *The fools who woke the slumbering dragon earned not only its ire, but also the destruction of an entire country. The survivors buried their wrongdoings in the past, and in a show of terrible conceit, attempted to make amends by carrying on the knowledge of the wasted land."*
- **Replenishment** - "An intermediate miracle. Gradually restores HP. This miracle is used by the resolute Lindelt cleric knights when fighting on the front lines. *There is a story, passed down through generations, claiming this band of knights once felled a poisonous dragon which menaced an entire nation.*”
- **Archdrake Mace** - “A mace normally issued to clerics of the Archdrake sect of Lindelt. The land of Lindelt is governed by stringent laws, and those who dare defy them are punished without mercy. *It is often the sinful who seek piety, spurred only by a selfish desire for salvation.*"
- **Archdrake Chime** - "Chime of members of the Archdrake sect of Lindelt. A chime for miracles and hexes. The land of Lindelt is governed by stringent laws, and those who dare defy them are punished without mercy. *It is often the sinful who seek piety, spurred only by a selfish desire for salvation.*"
- **Archdrake Staff** - "Staff of members of the Archdrake sect of Lindelt. A catalyst for sorceries and hexes. In Lindelt, known for its clerics and their miracles, sorcery is believed to be a profane practice. But as with anything, such beliefs are part faith and part front, and this staff was born of that hypocrisy."
- **Lizzardman** - "A Hollow that lived in an aquatic environment for an extended period of time and eventually adapted to its surroundings by mutating into its present form. These creatures prowl the shallow waters of the Shrine of Amana, perpetually searching for sources of fresh Souls."
- **Peculiar Kindalur** - "A strange man of unknown origins who will invade the player a short distance past Rhoy's Resting Place in the Shrine of Amana. While his name and appearance suggest an eclectic character, his talent with magic is unquestionable and he will attack with a diverse arsenal of dangerous spells."
- **Acid Horn Beetle** - "A species of Horn Beetle which has developed the ability to release a cloud of corrosive fungal spores into the surrounding air. These peculiar insects reside in the damp caves of the Shrine of Amana and represent a nominal threat to the equipment, if not the lives of passerby."
- **Giant Acid Horn Beetle** - "A vastly overgrown Acid Horn Beetle. Whether these impressive specimens are the result of some misguided Aldian experiment or an unusually long life is unknown; they are extremely rare and only a few exist in Drangleic.”

- **Brightbug-** "A tiny bug that produced light. Brightbugs are said to comfort the dead, and are found in the marshlands leading to the Undead Crypt. By ingesting a brightbug just before death, the moment at which they glow most brightly, one attains great power for a short time. Often utilized as a last-resort for adventurers who have lost their way."

Chapter 31 The Undead Crypt: Resting Place of the King

- **When speaking to Agdayne**

"I am a Fenito. We weave death, and watch over the dead. This task was granted to me by the one who gave us the first death. Countless souls rest here. Some of them from ages long ago. Some were rich, others poor. Some wise, some dull, but now, they are all just dead."

- **Velstadt** - "A trusted knight who faithfully served King Vendrick in life, Velstadt followed his lord when he set out for the Undead Crypt and remained there to continue serving him in death. Velstadt and a contingent of Royal Guards stand watch over Vendrick's chamber to this very day, inexplicably slaughtering any who enter in search of the King"
- **Soul of Velstadt** - "Soul of the Velstadt, defender of the King inside the Undead Crypt. Velstadt was always at the King's side, as if he were his lord's own shadow. After the King retired to the Undead Crypt, Velstadt followed, never to return. Use the special soul of this knight to acquire numerous souls, or to create something of great worth"
- **Velstadt's Armor** - "Originally imbued with the power of miracles, now soaked with dark after extended exposure in the Undead Crypt. A knight from a faraway land was lured to this accursed land, but forgot even why he came, eventually reduced to a shadow of his former self."
- **Sacred Chime Hammer** - "Great hammer of the Royal Aegis. The power of the hammer's blessing has not faded completely, despite being exposed to the dark of the Undead Crypt. Unleash its latent power with a strong attack. Sir Velstadt, known as the Royal Aegis, gave himself to the King both in life and death."
- **Agdayne** - "A member of the Fenito race, immortal guardians of the Undead Crypt who where originally given life and purpose by the Great Dead One. While his morose appearance and manner give the impress of one obsessed solely with death, Agdayne is in fact quite level-headed and inestimably wise due to the fact that he has lived for thousands of years and witnessed the lands history as it transpired. Agdayne and the other Grave Wardens take their jobs very seriously; while they welcome visitors to the Crypt as a matter of course and harbor to ill will towards humans in general, they will not hesitate to cut down infidels who would defile the graves they so miraculously attend."
- **Agdayne's Black Robes** - "Robe worn by Agdayne of the Undead Crypt. Life itself is suffering; or karma, as some have called it. The embrace of death awaits all things, But does death mean an end to suffering?"
- **Crypt Blacksword** - "Ultra greatsword symbolizing guardianship over the Undead Crypt. The sword has never seen the light of day, and is steeped in dark." the weapon *Agdayne wields when summoned*
- **Ring of the Dead** - "The wearer of this ring appears human even when Hollow. They say that in the Undead Crypt, we can reacquaint ourselves with the dead. We all suffer loss. And none of us can escape death. Then, what is the fascination with reclaiming that which has already passed in the beyond?"
- **Brightbug** - "A tiny bug that produced light. Brightbugs are said to comfort the dead, and are found in the marshlands leading to the Undead Crypt. By ingesting a brightbug just before death, the moment at which they glow most brightly, one attains great power for a short time. Often utilized as a last-resort for adventurers who have lost their way."
- **Soul Vortex** - "One of the lost sorceries preserved only in the Undead Crypt. Fires successive homing souls. Extremely difficult sorcery to evade, making it very effective against frisky foes."
- **Soul Appease** - "One of the lost miracles preserved only in the Undead Crypt. Inflicts heavy damage on mindless Hollows, but has no effect on anything else. The Undead Crypt is a place of rest for the living. Those afflicted by the curse can only pray to one day gain entrance."
- **Warmth** - "One of the lost pyromancies preserved only in the Undead Crypt. Creates a gentle, warm flame that heals those who touch it. Fire can be a show of strength, but it is also a symbol of wisdom and comfort. Fire is what the caster wishes it be."
- **Leydia Witch** - "Witches who worship the god of disease, Galib. They once resided in the Undead Crypt alongside the Fenito but over time grew conceited, misusing their power and usurping control of the Crypt's gateway. Their actions spurned the Grave Wardens and they were slaughtered as transgressors; their spirits now forcibly serve as guardians of the Crypt."
- **Leydia Black Set** - "Robe worn by Leydia witches. Leydia apostles worship Galib, god of disease. They once resided in the Undead Crypt beside Fenito. The Leydia witches grew conceited, and began to manipulate both the onset and curing of diseases, making themselves the effective gatekeepers of the crypt."
- **Black Witches Staff** - "Staff used by Leydia witches. Imbued with a special magic, making it a catalyst for sorceries, miracles, and hexes. Leydia apostles are adept at magic, and wielded unique weapons, but were deemed blasphemous and slaughtered."
- **Leydia Pyromancer** - "A ghostly spellcaster of the Leydia Pyromancers. Although pyromancers in name, they were adept at a wide variety of magic and in their conceit they once occupied the Undead Crypt. Their brazen misuse of death drew the ire of the Fenito, who branded them transgressors; the apostles were slaughtered and subsequently buried in the Crypt alongside other occupants."
- **Leydia White Set** - "Robe of a Leydia pyromancer. Leydia apostles, in their conceit, occupied the Undead Crypt and

misused death. This invoked the ire of Fenito, who branded them as transgressors."

- **Magic Shield** - "Small shield used by Leydia apostles. Imbued with a special magic that allows spells to be deflected by parrying. The Leydia apostles were inhabitants of the Undead Crypt, but failed to treat death with the proper respect. As punishment, they were denied peaceful deaths."
- **Blue Flame** - "Straight sword wielded by Leydia apostles. Imbued with a special magic that makes the Blue Flame both a sword and a magic catalyst. Execute a strong attack to emit magic. The Leydia apostles, adept at magic, wielded unique weapons but were hunted down as traitors Effect: use sorcery (strong attack)"
- **Grave Warden** - "Grave Wardens are charged with watching over the Undead Crypt. They are soaked and permeated with the power of darkness, and they will use that power to fulfill their duty as guardians of the crypt. Be you brave knight or depraved slave, those who disturb the Crypt will be hunted down. Only… why are these Wardens so far from the Crypt they are sworn to protect?"
- **Grave Warden Mask** - "Mask worn by wardens of the crypt. No notable effects. Designed only to block light. The Wardens of the crypt watch over the slumbering dead, making sure they are not awoken. Be they King or peasant, wise or dull, rich or poor, the wardens treat them with the same care."
- **Grave Warden Top** - "Top worn by wardens of the crypt. The Wardens of the crypt watch over the slumbering dead, making sure they are not awoken. Be they King or peasant, wise or dull, rich or poor, the wardens treat them with the same care."
- **Silverblack Spear** - "A silver-black spear imbued with the power of dark. The grave wardens vowed to ensure the tranquility of those who slumber in the Undead Crypt. If one dares disturb them, the grave wardens make no allowance for stature or riches, and will readily bury them along with the others."
- **Silverblack Shield** - "A silver-black shield imbued with the power of dark. The equipment of the wardens of the Undead Crypt are soaked in its darkness, and permeated by its power. The grave wardens are said to know the name of every guest who rests in the crypt, no matter how long they have been with them."
- **Wall Spectre** - "The ghost of a former warrior which will phase through the walls of the Undead Crypt in certain spots to attack. Who were these warriors in life and how did they come to wander the halls of the Crypt? Only the Grave Wardens know for certain, and their lips are sealed"
- **Imperious Knight** - “Long ago a pair of foolish knights attempted to conquer the Undead Crypt. They each carried with them a greatshield split into two halves, which they used in lieu of weapons to reduce their enemies to paste. Their ill-advised crusade came to an abrupt and unsuccessful end, however; as punishment they were denied a peaceful death, and instead put to work for eternity as guardians of the crypt.”
- **Imperious Set** - "Armor worn by once-proud knights. Relics of a party who long ago attempted to conquer the Undead Crypt. For this act of conceit they will never rest in peace, and instead serve as crypt guardians."
- **Reeve's/Orma's Greatshield** - "Shield of the knights who long ago attempted to conquer the Undead Crypt. They bore no weapons, only a shield split into left and right halves, which they used to playfully crush their foes until their corpses where kneaded beyond recognition. The engraving depicts two messengers from the hereafter who welcome the recently dead by reviewing the merits of their deeds in life."
- **Insolent Armor** - "Armor worn by once-proud clerics. Relics of a party who long ago attempted to conquer the Undead Crypt. For this sin their deaths have been postponed, so they may serve as crypt sentries."
- **Mace of the Insolent** - "The mace of formerly high-ranking clerics. It is combined with a sacred chime, and can cast miracles and hexes with strong attack. The clerics held venerated positions once, but now, their souls wander aimlessly in the depths of a murky darkness."
- **Shield of the Insolent** - "The shield of formerly high-ranking clerics. The effects of a blessing are still with it, and the shield recovers one's stamina. The clerics held venerated positions once, but now, their souls wander aimlessly in the depths of a murky darkness. Effect: stamina recovery"
- **Syan Soldier** - "High-ranking Drangleic knights whose weapons and armor are modeled after those borne by Sir Syan, one of King Vendrick's bravest military leaders. Sir Syan met a dishonorable end on the battlefield during the war with the Giants;' shortly thereafter all of the knights who had been issued replicas of his armor went insane after putting them on."
- **Nameless Usurper** - "A mysterious woman clad in the robes of a Lindelt cleric. Her enigmatic appearance and her presence in Drangleic Castle leave more questions than answers…"
- **Olenford's Staff** - “Staff of Olenford the sorcerer. A catalyst for sorceries and hexes. Olenford, revered as the father of sorcery in Melfia, sought knowledge that surpassed mankind's ken, and so ventured into the Undead Crypt, and did away with his humanity. *Some hold the theory that Melfian sorceries and pyromancies originated within the boundaries of Drangleic, in ages past.*”

Chapter 32 Dragon Shrine: Something Dark Eats Away at the Drakekeepers

- **When speaking to the Ancient Dragon**

“The murk shifts and stirs. Yet another stands before us… Then so be it. For the curse of life, is the curse of want. And so, you peer… Into the fog, in hope of answers.”

- **When speaking to Sweet Shalquoir**

"You'll find a great creature far to the east. A colossal thing, with the strength to match its size. Or something playing the part at least.

Open the door, and venture inside, and you'll soon smell even lovelier."

- **When speaking to Nashandra**

"Brave Undead, what did that dragon tell you? That thing is a prop, a false deity. Don't be fooled, my Undead."

- **Ancient Dragon** - "A dragon so old that it was alive before the dawn of time, its power has grown to godlike proportions and it resides in the Dragon Shrine as a deity; the few undead who survive their journeys long enough to meet it seek its counsel in their quest for a cure."
- **Ancient Dragon Soul** - "Soul of the great ancient dragon that stands magnificently, deep within the shrine. This powerful being stands and waits, for whoever may visit him. Use the dragon soul, created by those who peered into the essence of the soul, to acquire numerous souls, or to create something of great worth."
- **Guardian Dragon** - "A dragon kept in an enormous cage behind Aldia's Keep. It presently acts as the de facto guardian of the path o the Dragon Aerie, but more than likely began as an unwilling participant in the experiments conducted at the manor."
- **Guardian Dragon Soul** - "Soul of a dragon that guards the path to the shrine. Do the dragons watch over the land of their own will, or are they in the grip of one of Aldia's spells? Use the special soul of this dragon to acquire numerous souls, or to create something of great worth."
- **Ashen Mist Heart** - "Manifestation of ashen mist received from the ancient dragon. The magic of the ancient dragon allows one to delve into the memories of the withered."
- **Drakekeeper** - "Mysterious guardians of the Dragon Shrine who protect the Ancient Dragon dwelling within. The Drakekeepers' true nature and identities are unknown; their faces are perpetually hidden beneath their onyx helmets, leaving one to wonder at their origins. It is said that something dark eats away at them - could it be that they were one human too?"
- **Drakekeeper Armor** - "Giant onyx armor. Something dark indeed eats away at the drakekeepers, eternal guardians of the shrine."
- **Drakekeeper Sword/Shield** - "An extremely sturdy pitch-black straight sword. Colossal warriors staunchly watch over the shrine, ready to defend its resident, or allow one worthy enough to be granted audience."
- **Dragonfang Villard** - "A Dragon Knight charged with protecting the Petrified Egg stored in the Dragon Shrine. He is the strongest of the apostles residing in the shrine and will invade as soon as the player enters the spiral staircase after defeating the first War Pick-wielding Drakekeeper"
- **Dragon Knight** - "Transcendent apostles of the Dragon Covenant, they where once human but have partially transformed into dragons through the use of dragons scales. The immortal Dragons are unaffected by the curse and the prospect of becoming one offers a glimmer of hope for afflicted Undead, but at what cost?"
- **Black Dragon Armor** - "An eerily-shaped armor spoken of in legend, crafted with scales of the Black Dragon. The Black Dragon was long considered a mere legend, but this proves its existence"
- **Black Dragon Greatsword** - "In legend, this oddly-shaped long sword is said to be forged from the black dragon's tail. As it is told, the black dragon lost its tail to a brave warrior in a magnificent battle, and the tail was later used to forge several legendary weapons."
- **Black Dragon Shield** - "A shield that appears in ancient legends. Strangely shaped, and said to be crafted from the talons of the black dragon. The legend of the pale dragon is told in various locales, but each account is fragmentary. Very rarely is the black dragon mentioned, and some say that it is merely an embellishment adopted in later retellings of the story."
- **Dragon Head Stone** - "A stone containing the strength of dragons. Transforms the head into that of a fire-breathing dragon, an effect that will remain until death. The zealots who sought everlasting life are said to have conducted rites to imbue stones with the strength of dragons, but their are no records confirming their success."
- **Dragon Torso Stone** - "A stone containing the strength of dragons. Transforms the body into a roaring dragon, an effect that will remain until death. The zealots who sought everlasting life are said to have conducted rites to imbue stones with the strength of dragons, but the truth of such claims is questionable."
- **Dragon Scale** - "A scale from the body of an ancient dragon. Offer to the dragon to bring your own flesh closer to that of the eternal ancient dragon. Touching an ancient dragon scale gives one a glimpse into the abyss. Believers in the dragon will rise above this petty corporeal existence."
- **Dragon Eye** - "Online play item. Invade a world with a Dragon Scale to claim the scale from its master. If our human flesh is our greatest weakness, then those who seek a form that imitates the ancient dragons are the true vanguard."
- **Petrified Egg** - "A large petrified egg. Surely bears no life. Eggs are vessels that harbor life itself, and symbolize the deepest secrets of existence. But what does a petrified egg harbor?"
- **Undead Citizen (Yellow Core)** - "An unfortunate victim of the experiments conducted in Aldia. Sustained by yet another variation of the sources of artificial life developed by the Dragon Acolytes." *found in Dragon Aerie*
- **Dark Priestess** - "A Hollowed Drangleic priestess found in the Dragon Shrine. The reason for her presence there is unclear. Did she journey to the shrine in search of a cure for the Curse, or was she a resident responsible for performing holy rites? As there is no way of knowing this now, it is best simply to put her out of her misery."
- **Priestess Robes** - "Robe worn by Drangleic clerics. The clerics of Drangleic have retained their nominal status throughout the ages, but were always at arms length from the royal family, as if their existence was little more than formality. It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown."

- **Watchdragon Parma** - "A shield decorated by intertwined dragons. The black and white contrast depicts the ebb and flow of the fate of all things living. and the serpentine dragons that watch over the march of time. The bearer of this shield will be blessed by great fortune in battle."

Chapter 33 The Dark Chasm of Old: Remnant of an Ancient, Dissipated Being

- **When speaking to Grandahl**

"Ahh, look how far this Undead has wandered. And a very fit Undead you are. A bit too alive, but with a darkish shadow. Yet still unprepared. For a deeper Dark. And like every Undead, you have no future. Ooh, my, don't mind me. I'm just talking amongst myself. But if you find a need for a truer Dark, then meet again, we shall."

"We meet again, young Undead. You have the look of a true seeker. I am Darkdiver Grandahl, seeker of Dark, giver of Dark. If you seek true Dark, I will grant it to you. As much as you desire. Well, then…Is Dark what you wish for?"

"There you are, you are now a Pilgrim of Dark. The Dark Chasm beckons you. Those drawn to the Dark are destined to seek it."

"Finally, you are here, young Undead. Now, open the depths of darkness. Young Undead, the Dark awaits you."

“The mouth to the Dark Chasm is not normally open. If you seek the Dark, young Undead, you must offer a human effigy.”

Reach Rank 1 in the Pilgrims of the Dark covenant - "Young Undead, the Dark beset upon you runs deeper than I had imagined. Let us see just how much Dark you can endure. You have seen Dark that has existed from times long past. What once was a great void of darkness became but fragments. But slowly, the scattered fragments grew, absorbing all things. It is we who will be pilgrims to these sacred sites."

"I knew that you were special. You are a true Pilgrim of Dark. There is more Dark within you than even you know. Dark is the mother of all. All things were born from it."

"Young Undead, you've discovered the truest Dark within you. A deep, deep Dark it is. The Dark that we must all face. We need the Abyss, more now than ever."

- **Darklurker** - “An entity cloaked in complete and totally mystery. It has been in the Dark Chasm since the dimension was first split asunder and its existence was unknown until now; the only thing that is certain is its hostility toward interlopers. What manner of unholy being is this and from what great darkness was it born...?”
- **Darklurker Soul** - "Soul of what lurks in The Dark Chasm. The Dark Chasm of Old is the remnant of some ancient, dissipated being. Use the special soul of what lurks within to acquire numerous souls, or to create something of great worth."
- **Lifedrain Path** - "Consume a number of souls and affix dark to a certain spot. Inflicts damage upon those who touch it. This distorted dark, brewed by hexers, drains the life-force of those who touch it." *Hex from Darklurker Soul*
- **Dragon Chime** - "A sacred chime shaped as a dragon. A catalyst for miracles and hexes. This chime sat long in the Dark Chasm, but still one senses a sublime purity. Only those with the deepest faith can wield this chime, but they will be rewarded with greatly amplified spells."
- **Transgressor's Staff** - "A staff enwreathed in a matte blackness. Found in the heart of the Dark Chasm. A catalyst for sorceries and hexes. No one knows what lies beyond the dark passages found across Drangleic, but perhaps they are better left undisturbed."
- **Transgressor's Leather Shield** - "A shield enwreathed in a matte blackness. Found in the heart of the Dark Chasm. No one knows what lies beyond the dark passages found across Drangleic, but perhaps they are better left undisturbed."
- **Abyss Ironclad** - "One of many travelers of the Dark Chasm of Old, identity unknown. This Dark Spirit takes the form of an Ironclad with twin Great Hammers which it uses with a rare and frighteningly powerful Dual Wield technique."
- **Pretender to the Xanthous Throne** - "A traveler of the Dark Chasm of Old, this Dark Spirit casts an unmistakable shadow and attacks with an array of deadly Pyromancy. But could it really be…?"
- **Tenebrous Rouge** - "One of many pilgrims wandering the Dark Chasm of Old, this unidentified Dark Spirit wields a Bandit's Knife and Mytha's Bent Blade; a tattered hood conceals its malevolent face. Who are these nameless explorers of the Dark, and what do they hope to gain when their pilgrimages reach an end?"
- **Underworld Deadeye** - "An explorer of the Dark whose visage lies concealed by the monocle of Durgo's Hate. Whether this is in fact the legendary archer himself is uncertain after all, what could so noble a hero hope to gain from lurking the dark depths?"
- **A Chip off the Ol Rock** - "A pilgrim of the Dark Chasm whose striking resemblance to an old friend couldn't possibly be a coincidence… could it?"
- **Forest Spirit** - "A ghostly entity that drifts through the Dark Chasm. Although its true nature and origins are entirely obscure, its twisted root-like appearance is somehow familiar…"
- **Ghost of Princes Past** - "Though at first glance this netherworld traveler might appear nondescript and mundane, its lightning fast sword technique tells a different story. Who is this nimble warrior of shadow and from whom did he learn this deadly art? The mysteries of the Dark Chasm are as numerous as the murderous eyes glinting from its shadowy

corners."

- **Shadowveil Assassin** - "Yet another of the pilgrims traversing the Dark Chasm, its face is obscured beneath a shadowy hood. Its wicked and murderous armaments raise many questions about the intentions, and the sanity, of those who walk the Dark."

Chapter 34 Olaphis: The Lost Land

- **People from Olaphis:** Straid
- **When speaking to Straid**

"So, how long was I sat petrified… Long enough for the old kingdom to have crumbled, I see. Long enough for Olaphis to rise, fall, and fade away, evidently. Why didn't anyone wake me sooner?! Heh heh…"

- **Dispelling Ring** - "A protective ring set with gemstones of four different colors. Increases the wearer's resistance to magic, lightning, fire and dark. The artistry required to attune the varying powers of four different stones within one ring could only be described as transcendental. There is only one sorcerer who could have done this; a man from the lost land of Olaphis."
- **Ring of Resistance** - "A protective ring with four blessed gems. Increases resistance to poison, bleeding, petrification, and curses. A creation of the lost land of Olaphis. The sorcerer who created this was so powerful that he became widely feared."
- **Heavy Homing Soul Arrow** - "One of the sorceries developed by Straid, the great mage of ancient Olaphis. Fires thick, powerful soul arrows that seek their targets to the ends of the earth."
- **Homing Soul Arrow** - "One of the sorceries devised by Straid, the great mage of ancient Olaphis. Fires soul arrows that follow their targets to the ends of the earth."
- **Soul Bolt** - "One of the sorceries devised by Straid, the great mage of ancient Olaphis. Straid started with an unwieldy spell that back-fired on its caster, and in time, perfected it."
- **Flame Swathe** - "One of the pyromancies devised by Straid, the great mage of ancient Olaphis. Great flames envelop and immolate faraway foes. Straid, always immersed in magic, never accepted an apprentice. As a result, much of his extensive knowledge is permanently lost."
- **Lingering Flame** - "One of the pyromancies devised by Straid, the great mage of ancient Olaphis. Release a static fireball that explodes when foes draw near. Straid was an oddly gifted mage, well-versed in both sorceries and pyromancies, but his curious temperament never allowed him to settle down in one place for very long."
- **Black Hood** - "Grants slight increase to spellcasting speed. Belonged to Straid of Olaphis. Straid was invited to the old kingdom of Olaphis for his wisdom, but its depth was such that people soon feared him, and in the end Straid was led into a dreadful trap. Improves casting speed"
- **Black Robes** - "A black robe/gloves/boots. Enchanted with resistance to magic. Belonged to Straid of Olaphis. Straid spent several lifetimes as stone. During this hiatus, kingdoms rose and fell, until the land called Drangleic came to be."
- **Staff of Wisdom** - "Staff of the lost land of Olaphis. Sorcery-dedicated catalyst. Cannot be used to cast hexes. The crystal at the tip of the staff greatly augments spell strength. Already a finely-crafted staff, made even more effective by its crystal, the brilliance of which has been polished over time with powerful magic."
- **Helix Halberd** - "A halberd with a helix-shaped handle, headed with a double blade, A complex design, some would say excessively so, that hides a spear within its handle. Although it's precise origins are unclear, its construction appears to utilize techniques from the lost land of Olaphis."

Chapter 35 Mirrah: Known for Their Knights

- **People from Mirrah:** Lucatiel, Aslatiel, Llewellyn, Cale, Creighton
- **When speaking to Lucatiel**

"Our land of Mirrah is surrounded by enemies, and constantly at war. There is only one way up in Mirrah. Join the Order, and prove yourself in battle. My family had little fortune, and no name. I had to carve out a piece of the world for myself… …with two things. My sword, and my loyalty to my Lord."

"I was raised to wield a sword from birth. Life was hard, but I never gave it a second thought. I had swift success on the battlefield, and quickly attained respectable stature. And then I… And then I came here… to…"

"I had an older brother. We learned to fence together. He became the most decorated swordsman in all of Mirrah. I never even compared to him. In fact, I never beat him, not once. But then, one day…he was gone, lost without a trace. Now I'm certain. That he was taken, by the curse."

- **When speaking to Creighton**

"I am Creighton, of Mirrah. I travel from land to land to hone my blade. I've heard this land was full of danger. I thought it would suit me perfectly."

- **When speaking to Cale**

"Ah yes, there is something I wanted to tell you. I was born in the land of Mirrah. Mirrah is also the home of an infamous killer, a 'knight' in name alone. He was locked in the dungeon for multiple murders. But shortly before his execution, he managed to escape.

And the other day… I saw a fellow with a striking likeness! And then! And then…Wait… Well…I think he looked rather similar… N-no, it's true! I saw just such a man, I swear! I believe his name was…Cr…Cr…err Cray-something…I believe… They shared… some resemblance, I…I think…"

- **Mirrah Hat -** "A hat from the land of Mirrah. An elite order of knights in a far land used this hat in a ceremonial capacity. Masterfully crafted, but of little practical use on the battlefield."
- **Lucatiel's Mask -** "Mask attached to a ceremonial hat. Normally hats and masks are separate, but these two have been adjoined."
- **Lucatiel's Vest -** "Vest worn by knights while on travel. Belonged to Lucatiel of Mirrah. Only those who have distinguished themselves on the battlefield were admitted into the elite ranks of Mirrah's official order of knights. It is common to hear of a peasant's dream of striving for knighthood as an escape from hardship, but who would ever think it possible?"
- **Mirrah Greatsword -** "Greatsword issued to the proud knights of Mirrah's official order. This one was wielded by Lucatiel. This greatsword demands advanced skill in a rare and unique sword technique. A tiny message is inscribed in the blade, a promise to someone special." *A promise from Lucatiel to Aslatiel?*
- **Old Mirrah Greatsword -** "Greatsword issued to the proud knights of Mirrah's official order. This greatsword demands advanced skill in a rare and unique sword technique. A tiny message is inscribed in the blade, a promise to someone special." *A promise from Aslatiel to Lucatiel?*
- **Mirrah Shield -** "Shield issued to the proud knights of Mirrah's official order. In Mirrah, a land perennially beset by unrest, this shield was a symbol of the great knights' strength and willingness to give their lives for their country."
- **Royal Dirk -** "A dagger fashioned from rare geisteel, boasting an unusually long blade. Geisteel was a precious alloy created in the eastern land of Mirrah, its composition long kept secret from foreign lands. That is, until Chancellor Wellager was ordered by King Vendrick to grant the gifted blacksmith Llewellyn a lifetime contract, whatever the cost, in order to introduce the rare alloy to Drangleic."
- **Espada Ropera -** "Thrusting sword of Chancellor Wellager. Forged with rare geisteel. A masterpiece of the great blacksmith Llewelyn that he brought along as a gift when he left Mirrah for Drangleic."
- **Shadow Dagger -** "Dagger used by those who lurk in the shadows. Formed by bending a sword into the shape of a dagger. In Mirrah, the land of knights, there exists an order of shadow knights who carry out assassinations in the cover of darkness. Those who fled even the order of shadow knights had rejected all forms of honor, and resorted to unseemly mercenary work."
- **Shadow Armor -** "Used to hide in the cover of night. Those who are especially adept assassins are often hired as bodyguards. In an attempt to stave off the curse, King Vendrick hired shadowmen to put down the Hollows, but before long they were Hollowed themselves."
- **Fall Control -** "A sorcery that facilitates surreptitious activity. Reduces the damage taken from falls. The eastern land of Mirrah is not only the home of proud knights. There is also a traditional order of shadow knights, who use any means necessary to carry out their orders."
- **Hush -** "A sorcery that facilitates surreptitious activity. Reduces the sound made by its caster. The eastern land of Mirrah is not only the home of proud knights. There is also a traditional order of shadow knights, who quietly carry out unspeakable tasks."
- **Great Magic Barrier -** "The Knights of Mirrah are expected to fight honorably, with reliance only upon swordsmanship. They only resort to magic the only time they truly need it: to face the magic of an enemy."
- **Magic Barrier -** "A miracle encasing the body in a magic barrier. Increases resistance to magic, lightning, fire and dark. This miracle is said to shield its caster with the Rock's armor, and was common amongst the wizard knights of Mirrah."
- **Holy Water Urn -** "An urn filled with crystal clear water. Originally intended as a soothing potion, this water scalds the skin of Undead and Hollows. In the old capital of Mirrah, an ancient, well protected spring produces holy water, but the water has been difficult to acquire ever since Mirrah became embroiled in war."
- **Cale's Leather Armor -** "Armor of a light Mirrah foot soldier. Belonged to Cale the Cartographer. Apparently Cale procured this inexpensively second-hand, but it's surprisingly well-made."

Chapter 36 Melfia: The Great Magic/Pyromancy School in the South

- **People from Melfia:** Rosabeth, Carhillion, Felkin, Glocken, Olenford
- **When speaking to Rosabeth**

"I have my very own teacher. His name is Carhillion of the Fold, a famed sorcerer in Melfia, our home town. I was fascinated by sorcery! And so…! Well, he's so unique, you see… When he set out for Drangleic, I couldn't let him go alone. But we were separated…quite early on, I'm afraid…"

"Master Carhillion and I are from Melfia, to the south. A land lush with sorcery and pyromancy. Master Carhillion polished his art at one of our renowned magic academies. But he argued that the academies were terrible places to learn magic… This quite angered Master Glocken, my previous teacher…"

- **When speaking to Felkin**

"I w-went…I went…I went to a great school…in the south… But neither sorcery nor pyromancy appealed…I… I-I learned

nothing…nothing at all… I-it was there that I happened upon the Dark. It drew me in… The nebulous Dark… Soon, I was drawn to this land, where Dark runs deeper than anywhere else."

- **When speaking to Carhillion**

"Sorcery and pyromancy thrive in Melfia. I've spent much time there, trying to perfect my art. But staying was a mistake. The fools there had no interest in truth. Their ambitions were paltry, and their smiles cloying. I was sick to the back teeth of their petty squabbles. There was nothing for me in that forsaken land."

- **Warped Sword** - A curved greatsword forged from the soul of the Flexile Sentry. There is something unsettling, and at the same time beautiful, about its long curved blade. ~~Long ago, the dungeons overflowed with the accursed, and the King commanded a contorted sentry to deliver those who had no cells to a faraway land, and to make certain they were never heard from again.~~ *The sentry crammed inmates of the overflowing Bastille onto a rickety ship, and cast them out to the open sea. The majority of them drowned or starved, but a few hardy survivors made land to the south, and imparted their knowledge of sorcery to the people there.*"
- **Slumbering Dragoncrest Ring** - "An old ring of the Melfian Magic Academy. Depicts a soundly slumbering dragon. Masks the sounds made by its wearer. ~~The precise origins of the Magic Academy are hazy, for over its long history, its faculty has been dissolved and reestablished at least a dozen times~~. *Though unknown for certain, some say the founders of the academy were sinful men who came from across the northern seas. The sorceries they left behind were fragmentary, and barely legible, leading to the loss of much of their wisdom.*"
- **Olenford's Staff** - "Staff of Olenford the sorcerer. A catalyst for sorceries and hexes. Olenford, revered as the father of sorcery in Melfia, sought knowledge that surpassed mankind's ken, and so ventured into the Undead Crypt, and did away with his humanity. *Some hold the theory that Melfian sorceries and pyromancies originated within the boundaries of Drangleic, in ages past.*"
- **Astrologist's Robe** - "Robe worn by astrologists in Melfia. Astrologists believe that magical powers can be obtained at moments of special heavenly alignment. Even the collective wisdom of the Melfian Magic Academy cannot pull magic out of the sky, but the ideas of the astrologists led to the creation of new and very useful magic devices."
- **Divine Blessing** - "Holy water endowed with a divine blessing. Cures status effects and fully restores HP. Water blessed by an ancient goddess. Her name is long forgotten, and the Magic Academy of Melfia denies even her existence. In any age, there are those who refuse to see reason. It is their meddling that distorts the truth"
- **Lightning Urn** - "A small clay urn enwreathed in lightning. Explodes, inflicting lightning damage. Created in Melfia, a land that flourishes with magic and pyromancy. Though the lightning contained in the urn lacks potency, it is a boon to any inexperienced traveler."
- **Quartz Rings** - "A ring bestowed upon students of a certain standard at the Melfian Magic Academy. Its dark-infused quartz increases dark defense. Pyromancer Glocken was criticized for crafting these replicas, but it is well known that they have saved the life of many a traveler."
- **Slumbering Dragoncrest Ring** - "An old ring of the Melfian Magic Academy. Depicts a soundly slumbering dragon. Masks the sounds made by its wearer. The precise origins of the Magic Academy are hazy, for over its long history, its faculty has been dissolved and reestablished at least a dozen times."
- **Great Magic Shield** - "Imbues off-hand shield with magic. Reinforce shield to absorb additional damage. Certain members of the Melfian Magic Academy scoff at these types of magic. The purists, in particular, are disdainful of anything vaguely linked to sword fighting."
- **Great Magic Weapon** - "A sorcery superior to Magic Weapon. Reinforces weapon in other hand with intense magic, allowing for infliction of heavy magic damage. The old purists of the Melfian Magic Academy view swordplay as a barbaric form of engagement."
- **Magic Weapon** - "Sorcery that imbues weapon in other hand with magic. Adds magic damage to the types of damage the weapon already inflicts. Wielding a sword and casting a sorcery are two different things, and some members the(sic) Melfian Magic Academy view these varieties of spells as impure."
- **Soul Spear Barrage** - "Fires a flurry of soul spears. Inflicts high damage when multiple spears hit. A reworking of an ancient spell concocted at the Melfian Magic Academy. A simple idea, but potentially highly effective. When used properly, of course."
- **Sorcerer's Twinblade** - "A twinblade originating in Melfia. Doubles as a catalyst for sorcery. A rare weapon used by very few warriors, owing to its dependence on honed skills with both staff and sword."
- **Faintstone/Firedrake Stone/Boltstone/Darknight Stone/Poison Stone/Bleed Stone/Magic Stone** - "An altered state of titanite. Use to imbue weapons with X, or to provide magic reduction to shields. Sorcerers at the Melfian Magic Academy once attempted to imbue titanite with various elements, but are said to have failed. Someone must have succeeded, though; what else would explain this stone?"

Chapter 37 Lindelt: Home of the Clerics

- **People from Lindelt:** Licia, Forsalle, Ivory Rhonnes
- **Ring of Restoration** - "A protective ring passed down in House Osteria. Gradually restores HP. In the sacred land of Lindelt, this ring symbolized prosperity and longevity for the great House Osteria. But the ring is fragile and breaks easily, as if it hates being taken for granted."
- **Lindelt Cleric** - "An Undead Lindelt cleric of the mysterious Archdrake sect. Their homeland is subject to strict laws and emigration is a common means of escaping the authoritarian rule; a number of the defectors have found their way to

Drangleic in an attempt to start new lives, but some have since gone Hollow and become a threat to the living."

- **Archdrake Shield** - "Shield of the Archdrake sect of Lindelt. The dragon was engraved for ritual purposes, but the shield itself is highly functional. The secrets of Lindelt rituals are protected by the Archdrake sect, and only a select few are given access to their canon of knowledge, which includes the truthful origins of the Archdrake sect itself."
- **Archdrake Armor** - "Robes of the Archdrake sect of Lindelt. Little is known about the Archdrake sect and its ancient rituals, ~~but it is said that their well-honed miracles and unwavering faith in the face of death made them worthy rivals to Drangleic's forces in their day.~~ *those who dare to indulge their curiosity have been known to simply vanish. The Archdrake sect are the keepers of Lindelt's histories, including the only record of its foundation, a tome they have good reason to keep hidden away.*"
- **Slumbering Dragon Shield** - "Shield of the Archdrake Sect of Lindelt. Represents a slumbering dragon, and is intended for use in covert rituals. ~~The secrets of Lindelt rituals are protected by the Archdrake sect, and only a select few are given access to their canon of knowledge, which includes the truthful origins of the Archdrake sect itself.~~ *The fools who woke the slumbering dragon earned not only its ire, but also the destruction of an entire country. The survivors buried their wrongdoings in the past, and in a show of terrible conceit, attempted to make amends by carrying on the knowledge of the wasted land."*
- **Replenishment** - "An intermediate miracle. Gradually restores HP. This miracle is used by the resolute Lindelt cleric knights when fighting on the front lines. *There is a story, passed down through generations, claiming this band of knights once felled a poisonous dragon which menaced an entire nation.*"
- **Archdrake Mace** - "A mace normally issued to clerics of the Archdrake sect of Lindelt. The land of Lindelt is governed by stringent laws, and those who dare defy them are punished without mercy. *It is often the sinful who seek piety, spurred only by a selfish desire for salvation.*"
- **Archdrake Chime** - "Chime of members of the Archdrake sect of Lindelt. A chime for miracles and hexes. The land of Lindelt is governed by stringent laws, and those who dare defy them are punished without mercy. *It is often the sinful who seek piety, spurred only by a selfish desire for salvation.*"
- **Archdrake Staff** - "Staff of members of the Archdrake sect of Lindelt. A catalyst for sorceries and hexes. In Lindelt, known for its clerics and their miracles, sorcery is believed to be a profane practice. But as with anything, such beliefs are part faith and part front, and this staff was born of that hypocrisy."
- **Lloyd's Talisman** - "Talisman used by cleric knights. Blocks Estus recovery within a limited area. It is said that the cleric knights used these talismans to hunt down the accursed Undead. Cleric knights fight with pride, and by blocking the recovery of the Undead, they can also fight with impunity."
- **Ring of Life Protection** - "Divine ring that watches over one's life. Created by the students of Ivory Rhonnes, sage of Lindelt. Its great protective power will protect you from any loss upon death, but after its power is spent, the ring will break."
- **Ring of Soul Protection** - "Divine ring that watches over one's soul. Created by Ivory Rhones, sage of Lindelt. It's great protective power will protect you from any loss upon death or petrification, but after its power is spent, the ring will break."
- **Monastery Charm** - "A blessed charm. Cures poison and restores HP. Many such charms were blessed in reconstructed ancient ceremonies, carried out in the monastery of Lindelt, now known as the new home of miracles. Though it may lack the power of an original, in circumstances dire enough, an imitation can be quite enough."
- **Monastery Set** - "Traditional sacred longshirt crafted at the Lindelt Monastery. Made of a lightweight, flowing white fabric. The ceremonial design suggests that they revered whatever it was they watched over. *The purity of the garment, however, neatly symbolizes the fraudulence found at the very heart of the monastery.*"
- **Monastery Scimitar** - "Crafted at the Lindelt Monastery to replicate an ancient, sacred scimitar characterized by its uniquely shaped tip. When a true master wields this scimitar, their graceful chained attacks are described as mystical dances, and their deadly slashes as lingering nightmares."
- **Bountiful Sunlight** - "A special miracle passed down through the ages, Slowly heals a great amount of HP of self and nearby allies. This miracle, once kept by the Lindelt Monastery, was stolen and never recovered."
- **Resplendent Life** - "A great miracle used by highly-ranked clerics. Slowly restores a large amount of HP. Cleric Forsalle of Lindelt was a master of miracles who fought battles across the lands. His allies called him a holy knight, but his enemies feared him for his 'demonic powers"
- **Soothing Sunlight** - "A special miracle passed down through the ages, Greatly heals HP of self and nearby allies. This miracle, once kept by the Lindelt Monastery, was stolen and never recovered."
- **Great Heal** - "A glorious miracle only accessible to a small minority of clerics. Greatly restores HP. Only a select few have learned to recite this epic romance in its entirety, but those who do are amply rewarded."
- **Great Heal Excerpt** - "A highly advanced miracle. An excerpt from the Great Heal tome. Greatly restores HP. Its effect is the same as Great Heal, but has limited uses. The erudite Great Heal tome requires extensive training to properly interpret, making it accessible to only a select few."
- **Med Heal** - "Superior spell to Heal. Restores HP. The strength of miracles are influenced by one's faith. Miracles are tales of the Gods passed down long ago, but only a small number of the original tomes remain in their entirety, and most that exist are restorations."
- **Heal** - "A healing miracle widely used by clerics. Slightly restores HP. To use miracles, equip a sacred chime and attune a miracle at a bonfire."

- **Perseverance** - "Enwreathes its caster with a pure veil. Grants temporary resistance to status effects. Lindelt ascetics are sent to distant lands for proselytizing and self-training, but many of them decide not to return."
- **Unveil** - "A miracle that senses traitors. Reveals the location of the nearest enemy, or invading dark spirit. Those who serve the Lindelt Monastery wil'fully adhere to strict commandments. This miracle was created to castigate those who ignore the righteous teachings."
- **Profound Still** - "A hex created by an ostracized cleric. Blocks the spells of nearby casters. This hex, born of jealousy and humiliation, is a locus of dark thoughts. The very things that reflect the true essence of life itself."
- **Insolent Armor** - "Armor worn by once-proud clerics. Relics of a party who long ago attempted to conquer the Undead Crypt. For this sin their deaths have been postponed, so they may serve as crypt sentries."
- **Mace of the Insolent** - "The mace of formerly high-ranking clerics. It is combined with a sacred chime, and can cast miracles and hexes with strong attack. The clerics held venerated positions once, but now, their souls wander aimlessly in the depths of a murky darkness."
- **Shield of the Insolent** - "The shield of formerly high-ranking clerics. The effects of a blessing are still with it, and the shield recovers one's stamina. The clerics held venerated positions once, but now, their souls wander aimlessly in the depths of a murky darkness. Effect: stamina recovery"
- **Imperious Set** - "Armor worn by once-proud knights. Relics of a party who long ago attempted to conquer the Undead Crypt. For this act of conceit they will never rest in peace, and instead serve as crypt guardians."
- **Reeve's/Orma's Greatshield** - "Shield of the knights who long ago attempted to conquer the Undead Crypt. They bore no weapons, only a shield split into left and right halves, which they used to playfully crush their foes until their corpses where kneaded beyond recognition. The engraving depicts two messengers from the hereafter who welcome the recently dead by reviewing the merits of their deeds in life."
- **Idol's Chime** - "Sacred chime of Licia of Lindelt. A catalyst for miracles and hexes. In any town there will be a few folk with unusual urges. They either endeavor to resist these urges, or act upon them out of the view of others. The world is not so welcoming they may bare their souls true."
- **Priest's Chime** - "Sacred chime granted to high-ranking clerics. A catalyst for miracles and hexes. Drangleic was the home of many clerics, but King Vendrick held a lukewarm opinion of their powers, and kept them only as attendants to ceremony. In this sense, Drangleic was not the place for a cleric with any ambition."
- **Protective Chime** - "Sacred chime commonly used by clerics of Lindelt. A catalyst for miracles and hexes. A sacred chime serves to conduct the power of miracles, but in the past, something entirely different served the same purpose."
- **Cleric's Sacred Chime** - "Most clerics receive this as their first sacred chime. A catalyst for miracles and hexes. To use miracles, equip a sacred chime and attune a miracle at a bonfire. The strength of most miracles is affected by the caster's faith."
- **Saint's Hood** - "Hood worn by miracle-casting clerics. Grants slight increase to spell uses. Belonged to Licia of Lindelt. Lindelt is founded upon stringent commandments. Its inhabitants often travel to distant lands for ascetic training, but more than a few of these trainees liberate themselves from Lindelt's teachings in the process. Effect: Increases number of casts for each spell."
- **Cleric's Parma** - "A parma used by clerics on pilgrimage. Enchanted with a somewhat fragile blessing that allows spells to be deflected by parrying. Unfortunately, the shield provides very little physical defense, and is more of a lucky charm than a proper shield."
- **Cleric's Small Shield** - "A small shield used by clerics on pilgrimage. Enchanted with a somewhat fragile blessing that allows spells to be deflected by parrying. Specially-crafted to provide extra durability and some level of physical defense."
- **Dried Root** - "Root of a perennial herb native to the south. Restores HP for an extended duration. Wild animals abhor the pungent odor of this root, but clerics on pilgrimage are keenly aware of the value of its powerful medicinal effects."
- **Witchtree Bellvine** - "Witchtree bellvine that sprout among old growth. A catalyst for miracles and hexes. Clerics who were ostracized devised this as an alternative catalyst for casting miracles. Most clerics who are stripped of their status are good-for-nothings, but among them are powerful spell casters who represented real threats to the establishment. Although not a proper catalyst, the bellvine is quite powerful."

Chapter 38 Forossa: Home to the God of War

- **People from Forossa:** Vengarl, Lothian, Azal, Ivory King, Faraam, Gordin
- **When speaking to Vengarl**

"I was born in Forossa. It's a land in the distant east. When I was born, we were already mired in prolonged conflict with our neighbours. Eventually, our kingdom fell, and our people scattered. I've been a sellsword ever since. All I ever knew was war, and I can imagine no other way to live. What a fool I was."

- **Ivory King Ultra Greatsword** - "Ultra greatsword of the Ivory King of Eleum Loyce. Wield it with both hands to realize its full strength. It is said that the Ivory King was once the highest ranking knight in his home of Forossa, famed for its god of war. After taking his crown, they say he was the first to swing his sword in times of need, be it for his homeland or his people."
- **Sunlight Medal (DKS1)** - "This faintly warm medal, engraved with the symbol of the Sun, is the ultimate honor, awarded

to show those who summon the Warrior of Sunlight and complete a goal. The symbol represents Lord Gwyn's firstborn, who lost his deity status and was expunged from the annals. But the old God of War still watches closely over his warriors."

- **Northwarder Set** - "Robe of a Forossan Sage. Forossans venerated the god of war, and sages who led warriors into battle were called Northwarders. Northwarders earned their title only after completing a great journey of great hardship, after which they would be worshiped as oracles of the war gods."
- **Faraam Armor** - "Armor worn by the Forossa Lion Knights. The mighty Lion Knights, worshipers of the war god Faraam, wore heavy armor and were feared for their nimble two-handed swordplay. But their legacy was cut short with the fall of Forossa."
- **Vengarl's Armor** - "Armor of the ferocious Vengarl of Forossa. Vengarl was known as a raging, deadly warrior. Even Forossa's Lion Knights, a motley crew of rabid fighters, kept him at arm's length."
- **Red Rust Sword** - "Straight sword of warrior Vengarl of Forossa. This sword is battle-worn and terribly rusted, but remains a deadly weapon owing to its incredible weight. Legend has it that it was built to test the limits of the strength of Forossa knights, until Vengarl swung it about like a wooden plaything, claiming ownership by demonstration."
- **Red Rust Scimitar** - "Curved sword of warrior Vengarl of Forossa. This sword is battle-worn and terribly rusted, but remains a deadly weapon owning to its incredible weight. Legend has it that it was built to test the limits of the strength of Forossa Knights, until Vengarl swung it about like a wooden plaything, claiming ownership by demonstration."
- **Stone Ring** - "The beloved ring of the gallant Shieldless Lothian, formerly of Forossa. Hits greatly reduce enemy poise. The effect may seem trivial, but for those who comprehend how critical it is to exploit a hole in enemy defenses, the significance of this ring will be clear."
- **Ring of Giants** - "The beloved ring of the gallant Shieldless Lothian, formerly of Forossa. Increases poise. Lothian was born a peasant, and died a general. His determination and diligence were unmatched, especially on the battlefield, where he earned his name by choosing to fight without a shield."
- **Dragonslayer's Crescent Axe** - "The beloved black axe of the gallant Shieldless Lothian, formerly of Forossa. No warrior matched the ferocity of unbeatable Lothian, but he abruptly retired from the battlefield and was never heard from again. Some say that he grew tired of the frailty of human foes, and set off to slay the legendary dragon."
- **Black Firebomb** - "Bisque urn filled with black powder. Explodes, inflicting great fire damage. Utilizes a powerful explosive developed in the fallen kingdom of Forossa. Black firebombs can cause harm to their owners when misused, and Forossa law defined stringent standards for their safe storage."
- **Bandit Armor** - "Armor of bandits of the Forossan outskirts. The territory of Forossa became lawless after the kingdom fell to war. Citizens became bandits, and scattered to other lands."
- **Bandit Axe/Greataxe** - "of bandits of the Forossan outskirts. Very sturdily built for the armament of a bandit. When Forossa fell to war, its citizens were left landless, and entirely to their own devices. Many were reduced to thievery, while Forossan knights were scattered to other lands as sellswords."
- **Northwarder Set** - "Robe of a Forossan Sage. Forossans venerated the god of war, and sages who led warriors into battle were called Northwarders. Northwarders earned their title only after completing a great journey of great hardship, after which they would be worshiped as oracles of the war gods."
- **Azal's Staff** - "Staff of Azal, sage of Forossa. Rather roughly crafted, but imbued with the magic of Azal. Greatly intensifies spells, but also drastically reduces spell usages. This staff, unfit for the inexperienced, is evidence of the sage Azal's prowess."
- **Majestic Greatsword** - “An ancient greatsword of unknown origin. This sword was passed down through generations, until it reached Gordin, wandering knight of Forossa, and was lost upon his death. Uncannily, every last one of the prominent swordsmen who inherited this weapon was left-handed.”

Chapter 39 Jugo: The Land of Honorable Fighting Men

- **People from Jugo:** Benhart, Aurous
- **When speaking to Benhart**

"I journeyed from the distant east to perfect my swordsmanship. Legend has it that powerful beings slumber in this land. This sword, it's been in my family for generations. And only a real man can wield it true. I may face any manner of man or beast, but none shall be a match for my sword. Heh heh heh heh…"

"My homeland is in the far east. A kingdom of honorable fighting men. And this sword yet awaits a true man to wield it. I know how swords think, you see! Gah hah hah hah!"

- **Armor of Aurous** - "Armor of kings of the desert land of Jugo. First worn by Aurous, the land's heroic founder. According to legend, the armor of Aurous is composed of a mysterious substance that cannot be seen by cowards. What do your eyes tell you?"
- **Corrosive Urn** - "Urn filled with secretions of giant corrosive ants. Powerful acid inflicts damage on equipment. Giant anthills created by the corrosive ants line the horizon of the desert land of Jugo. Ant larvae are considered a delicacy, but he who enters an anthill uninvited will have their flesh melted to the bone."
- **Desert Sorceress** - "The desert Sorceress of Jugo project a very seductive image, and they use their looks to deceive others.

In reality, even many who realized that this a trap fell prey to the Sorceresses' wiles. Perhaps they are part of Mytha's scheme to lure more victims into her web?"

- **Desert Sorceress Top** - "Sorceress top from the distant land of Jugo. Appears to be plain, thin fabric but is permeated with powerful magic. Desert Sorceresses have enchanting looks, and they use them to catch people off guard. Oddly enough, even those who are perceptive enough to realize the ploy fall prey to their seductions with alarming regularity."

Chapter 40 Volgen: Famous for Trade and it's Merchants

- **People from Volgen:** Maughlin, Lenigrast, Chloanne, Gilligan, Fiorenza
- **When speaking to Maughlin**

"I came from the west, from Volgen. Have you been there? It's a lively place, vibrant with trade. Very competitive, of course. And y-you have to grease the wheels to get anywhere. But I didn't have the funding for that, so I left home in hopes of striking gold. It's been years since then, and I've… well I've made very little headway…hah hah I don't even know why I'm still here… Everything's all run-down and dying… It's t-terrible for business, really…"

- **When speaking to Chloanne**

"I was born in a land to the west, Volgen. Famous for its merchants. There were great, bustling cities. But for me, they were suffocating. And so I set out, in search of stones in faraway lands. There are dangers, for certain, but I much prefer to live this way. But…For the life of me, I can't remember how I ended up here… It's as if…I were drawn to the place… or lured in…Oh, I don't know…"

- **When speaking to Lenigrast**

"Now, don't go near that scum near the pit. The scoundrel's name is Gilligan, and he's infamous in our home town. Yes, everyone's heard of him, as he always manages to stir up trouble."

- **When speaking to Gilligan**

"Ohhh, I should've listened to the warnings. This place is flippin' mental. Huh? No, I wasn't born here. I'm from a wee bit… I'm from a wee bit out west, that's all. I've seen some rough times. I think I'll settle down for a while."

- **Avelyn** - "An extremely rare rapid-firing crossbow. Fire three successive bolts. Inflict heavy damage by making all 3 shots count. Fiorenza, the richest merchant in all of Volgen, recreated this lost weapon after reading of it in an old book."
- **Clear Bluestone Ring** -"A ring that belonged to Fiorenza, the only truly moneyed merchant in Volgen. Shortens spell casting time. Fiorenza used his riches to buy up trinkets of luxury and rare collectibles, but was ruined after years of excessive debauchery."
- **Engraved Gauntlets** - “Stone gauntlets engraved with odd writing. Said to bring good fortune to their wearer. The wealthy merchant Fiorenza searched for these rare and precious gauntlets his entire life, but was not the one who found them. Effect: Rare chance normal attacks become critical hits.”
- **Falconer Armor** - "Armor worn by the Volgen Falconers. Domestic Volgen soldiers are infamously timid, so it is no wonder that this fierce band of mercenary falconers was hired to compensate. In practice they serve as bodyguards for the affluent elite, and they serve well, such that nobody dares scrutinize their backgrounds."
- **Golden Falcon Shield** - "Small shield used by Volgen Falconers. Appears like a glistening gold falcon from afar. Domestic Volgen soldiers are infamously timid, so it is no wonder that this fierce band of mercenary falconers was hired to compensate. The falconers are rumored to be untrusting of others, and demanding of prompt, full payment. But no wonder; they deliver much more than they are paid, and are well aware of it."
- **Ring of Knowledge** - "A ring blessed by the High Priest of Volgen. Increases intelligence. The clerics of the great city of Volgen are perennially entrenched in scandalous power struggles, but among them remain a few strong-willed, upstanding noblemen."
- **Ring of Prayer** - "A ring blessed by the High Priest of Volgen. Increases faith. The clerics of the great city of Volgen are perennially entrenched in scandalous power struggles, but among them remain a few strong-willed, upstanding noblemen."
- **Binoculars** - "Binoculars are used to peer at distant sights. Equip in place of a weapon to use. A rare tool crafted in Volgen. These won't help you in battle, but with a little creativity, can be put to good use."

Chapter 41 Lanafir: The Isolationists

- **People from Lanafir:** Magerold, Durgo
- **Durgo's Hat** - "Monocled hat favored by Blue-eyed Durgo. Extends arrow range. The hero Durgo, an expert bowman, and his brother-in-law defended their homeland from aggressors. In spite of Lanafir's policy of isolationism, Durgo was well known even beyond its domain. Effect: Boosts range of bows."
- **Twin-headed Greatbow** - "A greatbow made of animal bone. The fine craftmanship suggests that it originates in Lanafir. The unusual design appears to have ceremonial implications, but may simply be intended to intimidate foes."
- **Traveling Merchant Hat** - "Hat worn by merchants from Lanafir, where blue represents knowledge. Wearing this increases item discovery. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd. Effect: Raises item discovery."
- **Traveling Merchant Coat** - "Coat worn by merchants from Lanafir. The eagle is normally a symbol of strength, but in Lanafir it symbolizes wealth. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare

visitor from Lanafir is always a little odd."

Chapter 42 The Dark: Mother of All Things

- **When speaking to Agdayne**

"I am Agdayne. Guardian of the crypt. Countless dead rest here in peace. Cradled by the comfort of dark. Light only agitates. We have no need for it here."

"In the past, humans were one with the dark. The former King of Light…He feared humans. Feared that they would usher in an age of dark. How queer, you humans. How you go on, never separating truth from fiction."

- **When speaking to Grandahl**

"Young Undead, the Dark beset upon you runs deeper than I had imagined. Let us see just how much Dark you can endure. You have seen Dark that has existed from times long past. What once was a great void of darkness became but fragments. But slowly, the scattered fragments grew, absorbing all things. It is we who will be pilgrims to these sacred sites."

"I knew that you were special. You are a true Pilgrim of Dark. There is more Dark within you than even you know. Dark is the mother of all. All things were born from it."

"Young Undead, you've discovered the truest Dark within you. A deep, deep Dark it is. The Dark that we must all face. We need the Abyss, more now than ever."

- **When speaking to Felkin**

"I don't know who you are…But leave me be. The frailty…of the weak… Disrupts the Dark…"

"This land…lies closest to the Dark… Th-that is…that is why I came here. This kingdom…collapsed long ago. All that are left… Are either Undead or Hollow… Save a few misfits like myself…hah hah."

"I w-went…I went…I went to a great school…in the south… But neither sorcery nor pyromancy appealed…I… I-I learned nothing…nothing at all… I-it was there that I happened upon the Dark. It drew me in… The nebulous Dark… Soon, I was drawn to this land, where Dark runs deeper than anywhere else."

"What drew me to the Dark…I…I…I do not know. Hexes ar…are more than mere tools to me… I feel affinity…and warmth… Something universal, nostalgia…even… Those who discover Dark…realize this… And…they never come back."

- **When speaking to Carhillion**

"I sense a dark power here. Something akin to sorcery… Only more…primordial… I wish to find out more about it, but as we see, this place is in ruins. Just what happened here?"

- **When speaking to Rosabeth**

"Once, Master Carhillion spoke excitedly of this land. He made talk of the remnants…of some great power, and the deep abyss that surrounds it. I tried to ask more… But he didn't seem to hear. …I'll never be good enough, will I…"

- **When speaking to Vendrick**

"Drangleic will fall, The fire will fade, and the souls of old will reemerge. With Dark unshackled, a curse will be upon us… And men will take their true shape…"

"Seeker of Fire… I see you subdued another foul creature. One of the father of the abyss spawn… that confounded quintessence of humanity. The abyss once had form but then dissipated. And yet… traces of it's existence endured. Each fragment thirsting for power spread dark with no relent. My dear 'shandra was one such fragment. A feeble, tiny thing that thirsted for power more than any other. Driven by insatiable lust for a worthy vessel. Fire came to be and with it disparity. Heat and cold, life and death, light and dark. Dark was seen as a curse. Shadow is not cast but born of fire. And the brighter the flame, the deeper the shadow. Inherit fire and harness the dark. Such is the calling of a true leader."

"One day fire will fade and dark will become a curse. Men will be free from death; left to wander eternally. Dark will again be ours and in our true shape We can bury the false legends of yore. …only is this our only choice? Seek strength. The rest will follow."

- **Darklurker -** "An entity cloaked in complete and totally mystery. It has been in the Dark Chasm since the dimension was first split asunder and its existence was unknown until now; the only thing that is certain is its hostility toward interlopers. What manner of unholy being is this and from what great darkness was it born...?"
- **Darklurker Soul -** "Soul of what lurks in The Dark Chasm. The Dark Chasm of Old is the remnant of some ancient, dissipated being.. Use the special soul of what lurks within to acquire numerous souls, or to create something of great worth."
- **Soul of the King -** "Soul of Vendrick, King of Drangleic. ~~The King was wasted away, a shadow of his former self, but still held something dear.~~ *This great soul beckoned the Dark, overwhelming the King. Perhaps this King, who once ruled the world of men, was a lacking vessel for the true throne.* Use the soul of he who would link the flame to acquire numerous souls, or to create something of great worth."
- **King's Shield -** ""Shield of Vendrick, King of Drangleic. ~~The great king shut himself away, and was soon reduced to a mere shell. Just what was it that he yearned to~~ protect? *One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*"

- **Soul of Nashandra** – "Soul of Nashandra, Queen of Drangleic. ~~Nashandra was born of the Dark with an insatiable lust for strength.~~ *The fragments of the abyss, of untold origin, nourished their beings by the sides of would-be monarchs. Perhaps they were simply ordeals on the road to kinghood. One day, the flames will fade, and only darkness will remain. Unless, of course, an heir arrives.* Use the special soul of this prisoner of desire to acquire numerous souls, or to create something of great worth."
- **Bow of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The smallest of the pieces, sensing its own fragility, yearned for what it lacked.~~ *Light and Dark are two sides of the same coin, much like the soul and the curse. The beings who presented themselves to those in search of kinghood were drawn to their awesome strength.*"
- **Scythe of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The pieces began to coalesce once again, becoming human in shape.~~ *After regaining their shapes, they crawled forth, yearning for strong souls, in search of greater power.*"
- **Chime of want** - "~~Greatly amplifies spells.~~ The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The tiniest of these pieces, precisely due to its size, was the first to restore its form.~~ *After taking their shapes, they courted monarchs of considerable power, which they desired to make their own.*"
- **Soul of Elana Squalid Queen** - "Soul of Elana, the Squalid Queen, who rests beside the sleeping dragon of the Eternal Sanctum. This child of Dark accompanies the dragon, slowly amassing souls in anticipation of the coming day of vengeance. The wondrous soul of this augur of wrath can be used to acquire numerous souls, or to create something of great worth."
- **Wrathful Axe** - "An armament forged from the soul of Elana, child of Dark. Use strong attack to unleash its latent power. When the Abyss dissipated, the things that called it home were fragmented and scattered across the realm. Eventually, these pieces regained form, in ways that hinted at humanity's true nature."
- **Soul of Nadalia Bride of Ash** - "Soul of Nadalia, Bride of Ash, who renounced her flesh and wandered Brume Tower. In the act of dancing, the Bride of Ash was transfigured as smoke, enticing people to her residence. And so her seat of power came to be known as the Brume Tower. The wondrous soul of this augur of solitude can be used to acquire numerous souls, or to create something of great worth."
- **Outcry** - "A Pyromancy of Nadalia, Bride of Ash. Spouts multiple Dark Flames. This Child of Dark, bearing inconceivable strength, found herself in a kingless land devoid of souls. And in journeying there, has all but condemned herself to a fate most wretched."
- **Soul of Alsanna, Silent Oracle** - "Soul of Alsanna, oracle of Eleum Loyce, who prays in silent vigilance. This child of Dark, in reverence of the apocalypse, devotes herself to a ritual in hopes of appeasing the raging flame. The wondrous soul of this augur of fear can be used to acquire numerous souls, or to create something of great worth."
- **Hexer's Hood** - "Hood worn by a hexer. Grants slight increase to spell uses. Belonged to Felkin the Outcast. Hexing appears to be an offshoot of sorcery, but its specific origins are unknown. Effect: Increases number of casts for each spell"
- **Hexer's Robes** – "Robes worn by a hexer. Belonged to Felkin the Outcast. Those who have a taste of dark are drawn into its vortex and rarely return. Perhaps it appeals to something deep within the human soul."
- **Dragon Chime** - "A sacred chime shaped as a dragon. A catalyst for miracles and hexes. This chime sat long in the Dark Chasm, but still one senses a sublime purity. Only those with the deepest faith can wield this chime, but they will be rewarded with greatly amplified spells."
- **Whisper of Despair** - "A hex that releases verbose darkness. The darkness echoes words of despair, reducing the defense of opponents. The Dark blankets the world in black. A thing of tranquility, a thing serene."
- **Transgressor's Staff** - "A staff enwreathed in a matte blackness. Found in the heart of the Dark Chasm. A catalyst for sorceries and hexes. No one knows what lies beyond the dark passages found across Drangleic, but perhaps they are better left undisturbed."
- **Transgressor's Leather Shield** - "A shield enwreathed in a matte blackness. Found in the heart of the Dark Chasm. No one knows what lies beyond the dark passages found across Drangleic, but perhaps they are better left undisturbed."
- **Dark Armor** - "Armor of a knight subsumed by dark. No one knows the true identity of these men who are said to freely manipulate dark. Old foreign legends describe them as poor souls who chased the lost art of lifedrain."
- **Dragon Scale** - "A scale from the body of an ancient dragon. Offer to the dragon to bring your own flesh closer to that of the eternal ancient dragon. Touching an ancient dragon scale gives one a glimpse into the abyss. Believers in the dragon will rise above this petty corporeal existence."

Chapter 43 Alken and Venn: Kingdoms Reduced to Rivalry and Spite

- **When speaking to the guard in Belfry Luna**

"Undead! Undead! Keep your hands off our bell, the great Bell of Alken! The bell belongs! To the Princess, it do! Stay back, or we slice! Slice you to bits! Me and my chums, we shan't be miffed! Stay back, or you're pieces! Tiniest pieces! Hah hah hah hah!"

"A long, long, long time ago, the Princess, she made me, yes, just like so! To guard this bell! For the prince's honor! Stay away, foul Undead, or you'll be a goner! Hah hah hah hah! Stay back! It belongs, to the Princess, it do! Mwah hah hah, ooh hoo hoo!"

"Ah hah hah! The Princess made me! To guard the Bell of Alken! In Alken! The bell! Of the princess! In Venn! The bell! Of the

prince, yes! Tear 'em to shreds, tear 'em to bits! Gather around, and ring the bell swift! We've been ringing this bell forever, we have! Ah hah hah hah!"

- **When speaking to the guard in Belfy Sol**

"Undead! Undead! Keep your hands off our bell, the great Bell of Venn! The bell belongs! To the Prince, it do! Stay back, or we slice! Slice you to bits! Me and my chums, we shan't be miffed! Stay back, or you're pieces! Tiniest pieces! Hah hah hah hah!"

"A long, long, long time ago, the Prince, he made me, yes, just like so! To guard this bell! For the Princess's honor! Stay away, foul Undead, or you'll be a goner! Hah hah hah hah! Stay back! It belongs to the Prince, yes it do! Mwah hah hah, ooh hoo hoo!"

"Ah hah hah! The Prince made me! To guard the Bell of Venn! In Venn! The bell! Of the fine prince! In Alken! The bell! Of the princess! Tear 'em to shreds, tear 'em to bits! Gather around, and ring the bell swift! We've been ringing this bell forever, we have! Ah hah hah hah!"

- **Scorching Iron Scepter** - "A scorching-hot iron scepter. Used to activate contraptions by transferring heat to Brume Tower. When the Old Iron King wrested this dilapidated region from kingdom of Venn, the act required all the resources the enfeebled lord could muster. But with the discovery of this iron-producing miracle, he was reborn as a powerful leader."
- **Bell Keeper Helm** - "An old helmet that is oddly comfortable. Belonged to an Bell Keeper. To this day, the forbidden love of the Prince of Alken and the princess of Venn manipulates these marionettes. Surely they never imagined that their dolls would outlast their own kingdoms."
- **Bell Keeper's Seal** - "Ring of the Bell Keeper covenant. Join this covenant and wear this ring to be automatically summoned to the world of an invader of the bell keeper's domain. The twin bells symbolize the bond between two lovers who could never be united. The bell keepers are their eternal guardians. For that is their love; that is their curse."
- **Bell Keeper Bow/Shield** - "used by bell keepers. Very light, and requiring hardly any strength. The bells symbolize forbidden love; the bell keepers, their faithful guardians, ever-ready to annihilate trespassers. They will stand watch, for ever and ever, these determined, if ill-fated, marionettes."
- **Bell Keeper** - "The bells are the symbols of forbidden love, and the marionettes who defend them do so with zealous passion. They've been watching over, and ringin', the bells forever. If you seek to stop them, or to ring a bell for yourself, you'll have to face these tiny terrors."
- **Manikin Claws/Knife/Sabre/Shield** - "used by the manikins of Harvest Valley. The peculiar art of puppetry is a vestige of the two lost lands. The Queen, entranced by poison, used it to beckon unknowing souls to the defiled valley."
- **Manikin Armor** - "Top of the manikins of Harvest Valley. The peculiar art of puppetry is a vestige of the two lost lands. A queen breathed life into these dolls with the very miasma that afflicted her poison-drenched bosom, so that she would have slaves to serve her temperamental will."
- **Ring of Blades** - "The Ring of Blades is modeled after the mad knight of Alken's weapon of choice. Increases physical attack. The kingdoms of Alken and Venn long ago flourished on these very grounds. They were both founded by the same man, but were reduced to rivalry and spite."

Chapter 44 The Gods of Drangleic

- **Name Engraved Ring** - "A special ring that can be engraved with the name of a god. Becomes easier to connect to worlds of players who choose the same god. There are countless vestiges of long-lost gods in the ruins of Drangleic. Or perhaps they are the very same gods as ours, only know by different names."
- **Bloodied Whip** - "A blood-stained whip. A tool made for a purpose forbidden by the gods. Its effect is augmented by its pointed tip, but still only marginally effective against protective covering such as hard armor."

Zandroe: God of Greed (Not listed as one of the choices on the Name Engraved Ring)

- **Covetous Silver Serpent Ring** - "A silver ring depicting the snake, both the servant and manifestation of the god of greed, Zandroe. Greed is traditionally viewed as a vice, but only a fool allows that to ruin a good opportunity."

Zinder: God of Desire

- **Covetous Gold Serpent Ring** - "A gold ring depicting the snake, both the servant and manifestation of the god of desire, Zinder. Greed is traditionally viewed as a vice, but only a coward sees every chance as something to fear."

Caitha: Goddess of Tears

- **Caitha's Chime** - "Sacred chime blessed by Caitha, goddess of tears. Hex-dedicated catalyst. Cannot be used to cast miracles. Caitha, the goddess of tears, is known as a compassionate being that is with us in times of tragedy, but some believe that she is a demoness that guides us toward misfortune."
- **Blue Tearstone Ring** - "A ring set with a rare tearstone. Reacts when the wearer is in danger, temporarily increasing its wearer's physical defense. Caitha, goddess of tears, mourns those who have lost loved ones by shedding pure tears of blue. It is said that the stone set in this ring is one such tear."
- **Red Tearstone Ring** - "A ring set with a rare tearstone. Reacts when the wearer is in danger, temporarily increasing its wearer's physical attack power. Caitha, goddess of tears, mourns the undeserving dead, shedding tears as red as blood. It is said that the stone in this ring is one such tear."

Quella: God of Dreams

- **White Ring** - "A precious ring which grants the protection of Quella, god of dreams. Makes its wearer appear as a

phantom, misleading invaders. He who sets the trap must be wary. For traps are known to spring upon their owners."

- **Spirit Tree Shield** - "A shield with a blue relief of a spirit tree. A rather well-built shield decorated by the spirit tree that appears in the allegory of Quella, god of dreams. Has a faint residue of magic, and can deflect spells by parrying."
- **Grand Spirit Tree Shield** - "Shield of the blue spirit tree that and is said to possess divine powers. Appears in the allegory of Quella, god of dream, and can deflect spells by parrying. Once there was a boy who was easily frightened, until the talking tree of dreamworld transformed itself into a shield to protect him."

Kremmel: God of Struggle

- **Ring of Thorns** - "Ring granted protection by Kremmel, god of Struggle. The ring's spikes drive into the wearer's skin, so that each blow taken fuels spite toward the perpetrator. When damage is taken, the ring retaliates and inflicts damage upon enemy."

Nahr Alma: God of Blood

- **Nahr Alma Robes/Hood** - "Robe worn by servants of Nahr Alma, god of blood. Increases souls acquired for each kill. Belonged to Titchy Gren. Those who profess faith in Nahr Alma Have rejected all that is this world, And now vow to travel a path stained with blood."
- **Scythe of Nahr Alma** - "The scythe used by Titchy Gren, and by believers in Nahr Alma, god of blood. Normally used only in ceremonies. Imbued with the power of dark. This is no place for talk of such things, however."

Calib: God of Disease

- **Leydia Black Set** - "Robe worn by Leydia witches. Leydia apostles worship Galib, god of disease. They once resided in the Undead Crypt beside Fenito. The Leydia witches grew conceited, and began to manipulate both the onset and curing of diseases, making themselves the effective gatekeepers of the crypt."

Evlana: Goddess of the Hunt

- **Hunter's Hat** - "A leather hat with a large brim. Traditionally used by bow hunters. The hunting goddess Evlana was no goddess at all, but rather a brave and highly skilled bow huntress. Long after her demise, the passing of lore transformed her into a deity."
- **Hunter's Blackbow** - "A black bow designed for long distances. Difficult to handle at first, and requiring some amount of practice to master. The hunting goddess Evlana was no goddess at all, but rather a brave and highly skilled bow huntress. Long after her demise, the passing of lore transformed her into a deity."

Chapter 45 Ancient Miracles / Gwyn References

- **When speaking to Agdayne**

"In the past, humans were one with the dark. The former King of Light…He feared humans. Feared that they would usher in an age of dark. How queer, you humans. How you go on, never separating truth from fiction."

- **Old King Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth."
- **Dragonslayer Greatbow** - "A greatbow said to be used to down ancient dragons flying high above the clouds. Extremely large for a mere bow, and more destructive than any ranged weapon imaginable. Shooting this bow first requires the grounding of its stabilizing anchor, which takes time and leaves the shooter vulnerable. Also requires greatarrows."
- **Sunlight Spear** - "A miracle that launches a spear of sunlight. Powered with immense wondrous souls. One of the ancient original miracles, said to have existed from the infancy of the very world."
- **Sunlight Blade** - "An ancient miracle of the sun. Reinforces weapon in other hand with sunlight, a form of lightning. The sun grants life to all things upon the earth, even if the worshipers of sunlight no longer bless the surface with their presence."
- **Sacred Oath** - "An ancient miracle said to have been devised by warriors who once served the God of Sun. Provides a temporary boost to the attack and defense of its caster and all nearby allies."
- **Wrath of the Gods** - "Miracle that releases local shockwave, staggering nearby foes and causing heavy damage. Little is known about the origins of this miracle, except its shared roots with the Force spell. It makes mention of certain Gods, but alas, their actual names are long forgotten."
- **Blinding Bolt** - "A miracle that creates a giant soul mass and transforms it into a lightning-spouting orb of light. Crafted in ancient times by the God of Sun, but later forbidden by the same deity. Was it to protect the world from hatred, or sorrow?"
- **Splintering Lightning Spear** - "Developed from a primal miracle. Launch splintering spears of lightning. Ever since miracles came to be, learned men have endeavored to rework and remold them to their satisfaction. This is one such effort."
- **Great Lightning Spear** - "A miracle that launches a great spear of lightning. Said to be the legacy of an ancient clan whose leader was revered as the God of Sun. The name of the clan has been lost to time, but the gross incandescence of our magnificent father shall never wane."
- **Lightning Spear** - "A miracle that launches a spear of lightning. Said to be the legacy of an ancient clan whose leader was revered as the God of Sun. The name of the clan has been lost to time, but the gross incandescence of our magnificent father shall never wane."
- **Heavenly Thunder** - "Emits lightning in random directions. Scholars bicker over whether this is the original Lightning

Spear, or a derivative. One can never gain full control of the power of the Gods, but with a little favor from lady luck, this spell will destroy your foes."

- **Black Knight Weapons** - "Wielded by knights who served a lord of light in a long forgotten age. Even after their flesh was charred by flame, they remained as strong as ever, and stood watch, challenging visitors to their land."
- **Sun Sword** - "A well-forged long sword. Of unknown origin, and exhibiting no special power, but sturdily crafted. Perhaps it does not live up to its name, but nevertheless, merely wielding this sword seems to cause warmth to well up within one's bosom."
- **Sunlight Parma** - "A small shield depicting a hero of yore. Perhaps these famed champions are no more, or perhaps they have no desire (to) appear in public view. But their very absence has made tales of their, brave deeds all the more alluring, and this shield memorializes one of their brethren."
- **Crescent Axe** - "A bronze greataxe with a crescent-shaped blade. Its long handle gives the weapon great reach. One senses that this axe was once imbued with a sacred power, but only traces of it remain. Perhaps those who blessed this axe are no longer with us." Reference *to the Way of White lead by Allfather Lloyd, Gwyn's uncle*
- **Crescent Axe (DKS1)** - "Well-used old bronze battle axe with a long hilt and a crescent-shaped blade. One of the blessed weapons of the Way of White. The Crescent Axe is bequeathed to cleric warriors who have proven their faith."

Chapter 46 Pyromancy Origins / Primal Pyromancies / Witch of Izalith References

- **When speaking to Straid**

"And it is your cursed flesh that will inherit the flame. Heh heh…Pyromancy was created by the ancient witch of fire. She harnessed the power of flame, and melded it into pyromancy. The witch led her daughters into war against the Old Ones. But legends are legends. What are you prepared to believe? Heh heh…"

- **When speaking to Tark**

"Long ago, there was a being with powers similar to ours. The creature took the form of a spider. But I don't know where it disappeared to. Perhaps it was seduced by madness."

- **When speaking to Carhillion**

"Many sorceries were lost over the ages. Before pyromancy, there were fire sorceries, but they are long forgotten."

- **When speaking to Shalquoir**

"Once, people tried to round up the Undead and hide them away from the world. They thought that imprisoning the Undead would solve the problem. They created a towering bastille to contain them, but in the end, it did no good. The Lost Sinner lives deep within the bastille. The fool. Trying to light the First Flame…"

- **When speaking to Aslanna**

"You, approaching Eleum Loyce, Turn back. The old Chaos hungers still."
"Turn away. And never look back. No one must ever find that which is sheltered in Eleum Loyce."

"To think Aava could be bested… Who are you? This land is barren, Cursed, by the old Chaos. It gave birth to atrocities, and the people fled in fear. Until our lord, the Ivory King, came."

"My dear lord, a most true king. It was with his magnificent soul that he build Eleum Loyce… …and contained the spread of Chaos. But the Chaos would not be sated, and the King gave his own soul."

"Inevitably, the King was drained of vigor, and plunged into the Chaos' heart. Eleum Loyce was frozen in time, it's leader lost…
I remain here, to contain the Chaos, honoring my Lord's wishes. Perhaps one day, he will return… There's nothing here, save that accursed flame…"

"I have but one wish. That my Lord might be freed from that unspeakable Chaos. I haven't the strength to help him myself, but perhaps one such as you… Though I am yet to know your name, stranger, will you lend me your strength?"

"Then be gone. There's nothing here, nothing at all."
"Stranger. Are you now prepared to plunge into Chaos?"
"Kind visitor, I thank you. Let me open the path to Chaos. And please, do all you can…"

"Many of Eleum Loyce's faithful knights followed their Lord into the Chaos. But none of them returned. The King's dutiful subjects waited patiently for His homecoming. But it was too long a wait to bear… The knights of Eleum Loyce await a new leader. One who will guide them into Chaos."

- **Soul of the Ivory King** - "Soul of the Ivory King of Eleum Loyce. The proud Ivory King was ever-merciful, and devoted himself to the protection of his great land, until he was devoured by the flames of chaos. The wondrous soul of this great king can be used to acquire numerous souls, or to create something of great worth."
- **Ivory King Armor** - "Armor of the Ivory King of Eleum Loyce. The land of Eleum Loyce was a vast rampart built to contain the ancient Chaos. The Ivory King placed his throne upon the very mouth of Chaos, and served as the first line of defense."
- **Crown of the Ivory King** - "Crown of the Ivory King who once ruled this land. Far to the north, a King built a great

cathedral to appease the raging flame. But when he sensed the degradation of his soul, he left without a word, leaving everything to Alsanna, who had, unbeknownst, found a place at his side. But these were events of long ago, and today, no one even remembers the King's name."

- **Soul of Alsanna, Silent Oracle** - "Soul of Alsanna, oracle of Eleum Loyce, who prays in silent vigilance. This child of Dark, in reverence of the apocalypse, devotes herself to a ritual in hopes of appeasing the raging flame. The wondrous soul of this augur of fear can be used to acquire numerous souls, or to create something of great worth."
- **Loyce Soul** - "Soul of the Knights of Loyce. The Knights of Loyce were taken by Chaos, and lost all sense of purpose and being. The few woeful souls that trudged back home were guided by some faint vestige of self. This soul is pure sorrow, and only Alsanna can put it to rest."
- **Loyce Armor** - "Armor of a Knight of Loyce. These Knights of Loyce were devoted guardians of this land that delved valiantly into the depths of chaos, never to return. The few that survived remain in Eleum Loyce, now frozen over, awaiting the call of their master."
- **Loyce Greatsword** – "Greatsword of the Knights of Loyce. The Knights of Loyce were commanded to strike down each malformed terror that arose from Chaos, and they would not hesitate even if it were their own king." *from Soul of Lud*
- **Loyce Shield** - 'Shield of the Knights of Loyce. The Knights of Loyce were commanded to strike down each malformed terror that arose from Chaos, and they would not hesitate even if it were their own king." *from Soul of Zallen*
- **Ivory Straight Sword** - "Sword of Fabian, knight of Eleum Loyce. This blade, crafted with ivory ore native to the land, harnesses souls to slash foes. Sir Fabian led the knights of Eleum Loyce straight into the depths of chaos to exterminate the terrible things that dwelled there, but not one of the selfless knights returned." *From Soul of Aava*
- **Charred Loyce Armor** - "Charred armor of the Knights of Loyce, burned black by flame. These Knights of Loyce plunged into the old Chaos with their lord, and lost their sense of self. To this day, they still burn in agony, alongside their once-proud king."
- **Charred Loyce Shield** - "Charred shield of the Knights of Loyce, burned black by flame. These Knights of Loyce lacked all sense of self, and were driven only by the urge to expunge any who might disturb the flame, even former compatriots."
- **Charred Loyce Greatsword** - "A charred greatsword of the Knights of Loyce, its blade burned black by flame. These Knights of Loyce lacked all sense of self, and were driven only by the urge to expunge any who might disturb the flame, even former compatriots."
- **Ivory Warrior Ring** - "Ring of the guardians of Eleum Loyce Attacks greatly reduce enemy stamina. Eleum Loyce existed to subdue the raging flame, but when the ivory gates were flung open, the land grew cold and lifeless."
- **Rampart Golem Armor** - "Armor of the rampart golems, granted life by the Ivory King. The golems were charged with the containment of the creatures of chaos within the boundaries of the wall. When the doors of Eleum Loyce were flung open, the place turned frigid and lifeless, but the golems remained dutifully on guard."
- **Rampart Golem Shield/Lance** - "Shield of the rampart golems, granted life by the Ivory King. The golems were charged with the containment of the creatures of chaos within the boundaries of the wall. When the doors of Eleum Loyce were flung open, the place turned frigid and lifeless, but the golems remained dutifully on guard."
- **Eye of the Priestess** - "The eye of the first priestess who watched over Eleum Loyce. Allows one to see the unseen. All the great priestesses replaced one of their birth eyes with this, returning it after their term was complete."
- **Vessel Shield** - "Shield depicting a priestess of Eleum Loyce. Emanates a certain heat that heightens the abilities of its bearer. The priestesses, who devoted themselves to appeasing the ancient flame, are no longer."
- **Retainer Robe** - "Robe of the retainers in the cathedral city. Long ago, the retainers attended to the priestesses, but with them gone, the retainers were left to wander frigid Eleum Loyce without purpose."
- **Retainer Staff/Short Sword** - "wielded by the retainers in the cathedral city. Long ago, the retainers attended to the priestesses, but with them gone, the retainers were left to wander frigid Eleum Loyce without purpose."
- **Frozen Flower** - "A stone ornament shaped like a flower. Cold enough to dampen the greatest heat. Opens the door to a new path from the Shrine of Winter, found on the road to the great castle."
- **Garrison Ward Key** - "Opens the Garrison Ward of Eleum Loyce. The Garrison Ward was built to confine the Chaos, and Eleum Knights remain there today, waiting for someone to lead the advance on the swollen flame faithful to the King's final orders."
- **Ice Rapier** - "Rapier wielded by sorcerers of Eleum Loyce. Imbued with a magic that is released with a strong attack. A great protective wall was erected to protect Eleum Loyce from the encroaching chaos, and these sorcerers were among its defenders."
- **Soul of the Lost Sinner** - "Soul of the Lost Sinner, prisoner of Sinner's Rise. The Lost Sinner eternally punishes herself for the sins of her past. Use the special soul of the Lost Sinner to acquire numerous souls, or to create something of great worth."
- **Lost Sinner's Sword** - "An ultra greatsword forged from the soul of the Lost Sinner. Its blade saps the life of its wielder. The true nature of this sword is unknown, even to the Lost Sinner herself. Those who choose this sword will share the burden of the Lost Sinner's misdeeds. Effect: Attacks also damage player."
- **Old Witch Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth"
- **Flame Weapon** - "Pyromancy that imbues weapon in other hand with fire. Adds fire damage to the types of damage the

weapon already inflicts. Pyromancy and sorcery are said to be like oil and water, but in fact their origins can be traced to a common source."

- **Chaos Blade** - "A katana on unknown origin. Damage to foes also damages its owner. The peculiar pattern upon the blade suggests the sinister nature of this cursed blade. It is an alluring vortex, and a lonely soul. Effect: attacks also damage player."
- **Great Chaos Fireball** - "The Chaos Flame is said to have devoured the mother of pyromancy. Create a chaos flame, and hurl it at foes. This special flame creates a short-lived surge of molten lava wherever it lands."
- **Chaos Storm** - "The chaos flame is said to have devoured the mother of pyromancy. Create multiple pillars of chaos flame. Those who sought great power were consumed by their own desires. Where are these lost souls now?"
- **Fire Tempest** - "An ancient, primal pyromancy. Giant pillars of flame erupt near the caster. The fire tempest incinerates all life. What menace was so great as to make such a fearsome spell necessary?"
- **Firestorm** - "An ancient, primal pyromancy. Pillars of flame erupt near the caster. The Firestorm is said to be the wrath and ire of the spell's creator."
- **Fire Whip** - "An ancient, primal pyromancy. Sweep foes with a whip-like flame. One of the original pyromancies. Effective use of it demands agile footwork, making it a difficult spell for most."
- **Demon's Great Hammer** - "Great hammer made of unknown materials. Perhaps it is stone, or even wood. The origins of its name are unclear. Its tremendous weight suggests that it was never intended for humans. Perhaps it was an offering to the demons that appear in legend."

Chapter 47 Gravelord Nito References

- **When speaking to Agdayne**

"I am a Fenito. We weave death, and watch over the dead. This task was granted to me by the one who gave us the first death. Countless souls rest here. Some of them from ages long ago. Some were rich, others poor. Some wise, some dull, but now, they are all just dead."

- **When speaking to Milfanito**

"Milfanito, that is what we are called. My name? Do you mean our name? We know nothing of the outside world…"

"We sing eternally for those who bear death and Dark within themselves. We have been here forever. We know nothing of the outside world, and we do not need to."

"The little ones were born from the Great Dead One. And the Great Dead One taught us song. We have sung ever since. To comfort those bound by death and Dark. This is what we were taught."

- **Old Dead One Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth."
- **Agdayne** - “A member of the Fenito race, immortal guardians of the Undead Crypt who where originally given life and purpose by the Great Dead One. While his morose appearance and manner give the impress of one obsessed solely with death, Agdayne is in fact quite level-headed and inestimably wise due to the fact that he has lived for thousands of years and witnessed the lands history as it transpired. Agdayne and the other Grave Wardens take their jobs very seriously; while they welcome visitors to the Crypt as a matter of course and harbor to ill will towards humans in general, they will not hesitate to cut down infidels who would defile the graves they so miraculously attend.”
- **Darkdrift** - "Katana of Grave Warden Agdayne. Has a crystal-clear blade and a strong attack that slices through enemy shields. The katana was originally wielded by the one who gave us the first death, and still exists imperfectly between planes. Effect: shield piercing (strong attack)"
- **Milfanito (Blonde)** - “A songstress given eternal life by the great dead one. The Milfanito, an immortal race who sing to comfort those bound by death and ark, resign in the Shrine of Amana and have never seen the outside world. They are particularly linked to one another through a hive mind and posses only rudimentary awareness of their individual selves; this trait combined with their purity, innocence, and general naivete has resulted in several of their number either wandering into the territory of the Demon of Song or being kidnapped and carried off by outsiders with ill intentions.”
- **Milfanito (Brunette)** - “A member of the Milfanito race, immortal maidens given life by the Great Dead One. She spends her days at the Altar of the Living, praying for those bound by death and dark.”
- **Singer's Dress** - "Dress worn by a far-gone muse. Offers almost no physical defense, but is blessed with high resistance to magic. These enchanting singers were given song by the Great Dead One, and have little concept of self. They live only to sing, and will continue singing until they can do so no longer."
- **Brightbug** - "A tiny bug that produced light. Brightbugs are said to comfort the dead, and are found in the marshlands leading to the Undead Crypt. By ingesting a brightbug just before death, the moment at which they glow most brightly, one attains great power for a short time. Often utilized as a last-resort for adventurers who have lost their way." *These are the little ones the Milfanito are referring to*

Chapter 48 Seath References

- **When speaking to Ornifex**

"It is said that our technique originates from a strange being that inhabited this land. A pale beast that lived long, long ago. We don't even know what exactly it was. If you find a Wondrous Soul, bring it by for me to have a look."

- **When speaking to Tark**

"We once had a master. He created us long, long ago. But he was born with a fatal flaw. He resented those who had what he lacked, and became fully mired in hatred. Eventually, he drove himself mad. It was at the peak of this madness that he conjured up we strange creatures."

"Our master was a tragically lonely soul. Eventually, his solitude eroded his very reason. In the end, he never understood… …what it was that he truly lacked."

"Nobody knows when we were born. Or where our master has gone. The only ones who even speak a human tongue are myself and my better half."

"What skill. You've defeated my master. But our master never dies, only changes form, so that he may seethe for all eternity. Brave human, you have yet to face your greatest perils. Take these. May joy await you at the end of your travels."

- **When speaking to Carhillion**

"Sorcery was created long, long ago. Some say it was originated by the great pale being… But we've no way of knowing if such claims are true. Many sorceries were lost over the ages."

- **Old Paledrake Soul** - "Soul of the ineffable. This once-magnificent soul continues to exert influence over the land, even after the eons have reduced it to these remnants. Use it to acquire numerous souls, or to create something of great worth."
- **Moonlight Greatsword** - "The blade of this greatsword shines like the brilliant rays of the moon. In the oldest legends, rarely spoken of today, it is said that the sword was born of a great white being. The strong attack unleashes its strength, launching a wave of moonlight. Effect: special attack (strong attack)"
- **Bluemoon Greatsword** - "The blade of this greatsword shines like the brilliant rays of the moon. In the oldest legends, rarely spoken of today, it is said that the sword was born of a great white being. Then, what explains this lifeless weapon? Perhaps there has been some mistake…"
- **Channeler's Trident** - "A trident wielded by an old sorcerer. The tip is sharpened so smoothly that it suggests a degree of madness. Use strong attack to perform a power- channeling dance, the madness of which boosts the morale of nearby allies. Effect: attack boost (Two-handed strong attack)"
- **Moon Butterfly set** - "made from wings of the rare moonlight butterfly. Poisons those who approach its wearer. Little is known about the moon butterfly, which only appears on full-moon nights in winter. Some say the butterfly is a magical being, and its larvae have never once been spotted."
- **Moon Butterfly Shield** - "Shield depicting the moon butterfly. A decorative shield not intended for battle, but effective at poisoning foes. Little is known about the moon butterfly, which only appears on full-moon nights in winter. Some saw the butterfly is a magical being, and its larvae have never once been spotted."
- **Soul of the Duke's Dear Freja** - "Soul of the Duke's loyal Freja, the writhing Ruin's Keeper. The Writhing Ruin is an ancient thing whose shadow remains cast over the land. ~~Tseldora is a place burdened by terrible misdeeds, and those who remained there were transformed beyond recognition.~~ *It first took possession of a solitary insect, but grew its power, feasting on the wealth of twisted souls found in the land.* Use the special soul of the Keeper to acquire numerous souls, or to create something of great worth"
- **Tseldora Cap** - "Cap worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle. ~~Its design recalls Tseldora's glory days, the peak of the brightstone boom.~~ *Tseldora flourished with the discovery of brightstone, deep under the settlement. But with this prosperity came greed in equal measure, and the people were ever in search of that which they lacked.*"
- **Tseldora Robe** - "Robe worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle. ~~Its design recalls Tseldora's glory days, the peak of the brightstone boom~~. *The brightstone that brought prosperity to Tseldora served to stoke the flames of its peoples' desires, eventually leading to its ruin. Those bewitching, brilliantly gleaming stones are said to be fragments of a being that one roamed the entrails of the earth."*

Chapter 49 Ancient Sorceries

Sorceries From Oolacile

- **Cast Light** - "A sorcery that dates farther back than recollection. Creates a light that illuminates one's surroundings. Light banishes dark, and reveals all. Whether this is desired, is another matter."
- **Chameleon** - "A sorcery that dates farther back than recollection. Allows you to blend into your surroundings. Those who fear the unseen are cowards. Those who never doubt their eyes are fools."
- **Hidden Weapon** - "A sorcery that dates farther back than recollection. Makes weapon in other hand invisible. Effective use of this, like any tool, perhaps, is reliant upon the ingenuity of its caster."
- **Repair** - "A sorcery that dates farther back than recollection. Repairs equipped weapons and armor. Uses light to repair damaged weapons and armor. Supposedly this sorcery restores items to a past state, but with the knowledge of this art lost, the finer details of the phenomenon are unknown."

Sorceries From Big Hat Logan

- **Crystal Soul Spear** - "Soul spear sharpened through crystallization. Pierces enemies, causing heavy damage. Superior to the most finely sharpened weapons. When wielded precisely, it can take down several enemies at once."
- **Homing Crystal Soulmass** - "Soulbeads made more lethal with crystallization. When fired, they home in on their target. Crystallization makes souls and sorceries all the more powerful."
- **Crystal Magic Weapon** - "Imbues weapon in other hand with crystal magic. More powerful than standard magic reinforcement. The utilization of crystal to enhance soul power is an ancient form of magical reinforcement. "
- **Soul Spear** - "Sorcery that fires souls shaped into a spear. Pierces enemies, causing heavy damage. This spell was said to have been devised by a master sorcerer, but his name is long forgotten."
- **Homing Soulmass** - "Multiple soul masses appear above the head. When fired, they home in on their target. This spell was said to have been devised by a master sorcerer, but his name is long forgotten."

Chapter 50 Hexes That Have Ancient Origins / Manus References

- **When speaking to Vendrick**

"Seeker of Fire… I see you subdued another foul creature. One of the father of the abyss spawn… that confounded quintessence of humanity. The abyss once had form but then dissipated. And yet… traces of it's existence endured. Each fragment thirsting for power spread dark with no relent. My dear 'shandra was one such fragment. A feeble, tiny thing that thirsted for power more than any other. Driven by insatiable lust for a worthy vessel."

- **When speaking to Felkin**

"Hexes originated in…ancient times. They were once…a form of sorcery. But the practice was lost…then later rediscovered. Those devoted to hexes are a lonely lot… But nevertheless…they give their lives to their art. Such is the fate…of we practitioners of Dark…"

- **Darklurker** - "An entity cloaked in complete and totally mystery. It has been in the Dark Chasm since the dimension was first split asunder and its existence was unknown until now; the only thing that is certain is its hostility toward interlopers. What manner of unholy being is this and from what great darkness was it born...?"
- **Darklurker Soul** - "Soul of what lurks in The Dark Chasm. The Dark Chasm of Old is the remnant of some ancient, dissipated being.. Use the special soul of what lurks within to acquire numerous souls, or to create something of great worth."
- **King's Shield** - ""Shield of Vendrick, King of Drangleic. ~~The great king shut himself away, and was soon reduced to a mere shell. Just what was it that he yearned to~~ protect? *One fragment of Dark, having taken human shape, became obsessed with the King's soul. Impelled by its own cravings, it sought souls, and strove to make the strength of the Giants its own.*"
- **Nashandra** - "A woman of mysterious origin who appeared at Drangleic Castle claiming to have ventured there from a foreign and. She bore a warning for King Vendrick of a looming threat threat beyond his borders and urged him to take action; after mobilizing the kingdom's army the King took Nashandra's hand in marriage. The circumstances surrounding Nashandra's arrival in Drangleic and her motives for seeking and audience with the King remains shrouded in uncertainty; in Vendrick's absence the truth behind theses events is only known to the queen herself."

  "The queen, Nashandra has a secret, Dark and Ancient. She is the smallest piece of Manus, the Father of Abyss. Long ago after his defeat in the lost land of Oolacile, he split into minuscule fragments. As the fragment recollected, they assumed a human form – Nashandra."

  "She convinced Vendrick to cross the sea and pilfer a mighty prize from the Giants. She brought a Dark-like peace to the Kingdom of Drangleic, but eventually Vendrick realized something was amiss. He fled and refused to take part in Nashandra's plans any longer. But now she has found you, the new Heir to the Throne of Want…"
- **Soul of Nashandra** – "Soul of Nashandra, Queen of Drangleic. ~~Nashandra was born of the Dark with an insatiable lust for strength.~~ *The fragments of the abyss, of untold origin, nourished their beings by the sides of would-be monarchs. Perhaps they were simply ordeals on the road to kinghood. One day, the flames will fade, and only darkness will remain. Unless, of course, an heir arrives.* Use the special soul of this prisoner of desire to acquire numerous souls, or to create something of great worth."
- **Bow of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The smallest of the pieces, sensing its own fragility, yearned for what it lacked.~~ *Light and Dark are two sides of the same coin, much like the soul and the curse. The beings who presented themselves to those in search of kinghood were drawn to their awesome strength.*"
- **Scythe of Want** - "The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The pieces began to coalesce once again, becoming human in shape.~~ *After regaining their shapes, they crawled forth, yearning for strong souls, in search of greater power.*"
- **Chime of want** - "~~Greatly amplifies spells.~~ The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. ~~The tiniest of these pieces, precisely due to its size, was the first to restore its form.~~ *After taking their shapes, they courted monarchs of considerable power, which they desired to make their own.*"
- **Chime of Want** - "Greatly amplifies spells. The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. The tiniest of these pieces, precisely due to its size, was the first to restore its form."
- **Soul of Elana Squalid Queen** - "Soul of Elana, the Squalid Queen, who rests beside the sleeping dragon of the Eternal Sanctum. This child of Dark accompanies the dragon, slowly amassing souls in anticipation of the coming day of

vengeance. The wondrous soul of this augur of wrath can be used to acquire numerous souls, or to create something of great worth."

- **Wrathful Axe** - "An armament forged from the soul of Elana, child of Dark. Use strong attack to unleash its latent power. When the Abyss dissipated, the things that called it home were fragmented and scattered across the realm. Eventually, these pieces regained form, in ways that hinted at humanity's true nature."
- **Soul of Nadalia Bride of Ash** - "Soul of Nadalia, Bride of Ash, who renounced her flesh and wandered Brume Tower. In the act of dancing, the Bride of Ash was transfigured as smoke, enticing people to her residence. And so her seat of power came to be known as the Brume Tower. The wondrous soul of this augur of solitude can be used to acquire numerous souls, or to create something of great worth."
- **Outcry** - "A Pyromancy of Nadalia, Bride of Ash. Spouts multiple Dark Flames. This Child of Dark, bearing inconceivable strength, found herself in a kingless land devoid of souls. And in journeying there, has all but condemned herself to a fate most wretched."
- **Soul of Alsanna, Silent Oracle** - "Soul of Alsanna, oracle of Eleum Loyce, who prays in silent vigilance. This child of Dark, in reverence of the apocalypse, devotes herself to a ritual in hopes of appeasing the raging flame. The wondrous soul of this augur of fear can be used to acquire numerous souls, or to create something of great worth."
- **Affinity** - "An advanced hex based on an ancient sorcery. Creates a dark mass that seems to pursue its target with a will of its own. It appears to be a manifestation of an emotion. Perhaps of hate, perhaps of love."
- **Dark Greatsword** - "Hex adapted from an ancient sorcery. Brandish Dark like a sword. By its nature Dark is normally tranquil, but this hex releases a focused blade of Dark in an uncharacteristic flash of brilliance."
- **Dark Orb** - "A hex modified from an old sorcery by Gilleah, the father of Hexing. Fires a heavy orb of darkness. To use hexes, equip a sacred chime or staff, and attune a hex at a bonfire. Required equipment depends on hex."
- **Promises Walk of Peace** - "A hex created from an ancient miracle of unknown origin. Slows the walking pace of its caster and those in the vicinity. To stand and glare at one another, steaming with ire and wrath, but without making a move. Such is the nature of peace."
- **Recollection** - "Hex created by the children of Dark. Fire multiple Dark orbs that seek their target. Hexes that grant a fleeting volition to Dark have existed from ancient times, and it appears that the children of Dark have some recollection of the creator of these spells."

Chapter 51 First Flame / Age of Fire Information: Dark Souls 2

- **When speaking to Vendrick**

"Fire came to be and with it disparity. Heat and cold, life and death, light and dark. Dark was seen as a curse. Shadow is not cast but born of fire. And the brighter the flame, the deeper the shadow. Inherit fire and harness the dark. Such is the calling of a true leader."

"One day fire will fade and dark will become a curse. Men will be free from death; left to wander eternally. Dark will again be ours and in our true shape We can bury the false legends of yore. …only is this our only choice? Seek strength. The rest will follow."

- **When speaking to Shalquoir**

"Once, people tried to round up the Undead and hide them away from the world. They thought that imprisoning the Undead would solve the problem. They created a towering bastille to contain them, but in the end, it did no good. The Lost Sinner lives deep within the bastille. The fool. Trying to light the First Flame…"

- **When speaking to Shanalotte**

On the stairs leading to the Throne of Want, need Giants Kinship - "If you proceed, Nashandra will come after you. Knowing that you will take the throne, and link the fire. She covets the First Flame, and the Great Soul. Put Nashandra to rest."

- **When speaking to Licia**

"To cast miracles, you must have strong faith in the gods. Miracles began as tales told by gods. We preserve their will with lore, pray to their greatness, and are blessed in return. You must nourish your faith."

"Miracles have been passed down through us since the First Flame. Isn't it extraordinary to think they've existed since the very origins of the world? And now, you can have this power for yourself. Don't miss out on the road to enlightenment!"

"What is the First Flame? Well, it's… Hmm, you're not ready to comprehend it, I'm afraid! You require more faith! And more miracles. Many more miracles!"

When Speaking to Aldia, Scholar of the First Sin

"Once the Lord of Light banished Dark, and all that stemmed from humanity. And men assumed a fleeting from. Theses are the roots of our world. Men are props on the stage of life and no matter how tender, how exquisite... A lie will remain a lie!"

"Young Hollow. How you grapple, without falter, with this dreadfully twisted world. Peace grants men the illusion of life. Shacked by falsehoods they yearn for love unaware of its grand illusion. Until the curse touches their flesh. We are bound by this yoke. As true as the dark that churns within men. All men trust fully the illusion of life. But is this so wrong? A construction, a facade, and yet... A world full of warmth and resplendence. Young hollow, are you intent on shattering the yoke, spoiling this wonderful falsehood? I am Aldia, I sought to shed the yoke of fate, but failed. Now, I only await an answer. Seek the throne. Seek light, Dark and what lies beyond..."

“There is no path. Beyond the scope of light, beyond the reach of Dark... What could possibly await us? And yet, we seek it, insatiably... Such is our fate.”

- **Giants Kinship -** “Each king has his rightful throne. And when he sits upon it, he sees what he chooses to see. Or perhaps, it is the throne, which shows the king only what he wants. *The flames roar, but will soon begin to fade, and only a worthy heir might burnish their light. What is it, truly, a claimant of the throne could desire?*”
- **Soul of the King -** “Soul of Vendrick, King of Drangleic. ~~The King was wasted away, a shadow of his former self, but still held something dear.~~ *This great soul beckoned the Dark, overwhelming the King. Perhaps this King, who once ruled the world of men, was a lacking vessel for the true throne.* Use the soul of he who would link the flame to acquire numerous souls, or to create something of great worth.”
- **King's Ring -** “A powerful soul is like a curse. ~~And Vendrick, King of Drangleic, used a powerful soul to keep the curse at bay. King Vendrick sought greater souls, and made the giants' strength his own, but even still, the curse overcame him.~~ *And those with strong souls must bear within themselves an even stronger curse. Vendrick, King of Drangleic, used a powerful soul to keep the curse at bay. In the end, he sought the flame that began it all.* Wear this ring to open the King's Gate.”
- **Soul of Nashandra** – "Soul of Nashandra, Queen of Drangleic. ~~Nashandra was born of the Dark with an insatiable lust for strength.~~ *The fragments of the abyss, of untold origin, nourished their beings by the sides of would-be monarchs. Perhaps they were simply ordeals on the road to kinghood. One day, the flames will fade, and only darkness will remain. Unless, of course, an heir arrives.* Use the special soul of this prisoner of desire to acquire numerous souls, or to create something of great worth."
- **Curved Dragon Greatsword -** "A curved greatsword forged from the soul of the Ancient Dragon. In the Age of Ancients, the world was unformed, shrouded by fog. A land of grey crags, archtrees, and everlasting dragons. Effect: special attack (strong attack)"

Chapter 52 The Advent of fire: Dark Souls 1

- **Prologue DKS1**

"In the Age of Ancients, The world was unformed, shrouded by fog A land of grey crags, archtrees, and everlasting dragons But then there was Fire And with Fire came Disparity. Heat and cold, life and death, and of course.. Light and Dark. Then, from the Dark, They came And found the Souls of Lords within the flame."

"Nito, the first of the dead The Witch of Izalith, and her daughters of chaos Gwyn, the Lord of Sunlight, and his faithful knights And the furtive pygmy, so easily forgotten. With the Strength of Lords, they challenged the dragons. Gwyn's mighty bolts peeled apart their stone scales The witches weaved great firestorms Nito unleashed a miasma of death and disease And Seath the Scaleless betrayed his own, and the dragons were no more"

"Thus began the Age of Fire But soon, the flames will fade, and only Dark will remain Even now, there are only embers, and man sees not light, but only endless nights And amongst the living are seen, carriers of the accursed Darksign."

- **When speaking to Kaathe**

"Hmm… You are astonishing. The truth I shall share without sentiment. After the advent of fire, the ancient lords found the three souls. But your progenitor found a fourth, unique soul. The Dark Soul. Your ancestor claimed the Dark Soul and waited for Fire to subside. And soon, the flames did fade, and only Dark remained."

- **When speaking to Gough**

"The dragons shall never be forgotten… We knights fought valiantly, but for every one of them, we lost three score of our own. Exhilaration, pride, hatred, rage… The dragons teased out our dearest emotions. **…**Thou will understand, one day. At thy twilight, old thoughts return, in great waves of nostalgia."

- **Sunlight Spear -** "Miracle born from the fading soul of Gwyn. Hurl sunlight spear. In the war that marked the dawn of the Age of Fire, Gwyn wielded these rays of sunlight, which remains fierce even as they fade."
- **Lord Soul -** "Soul of the Bed of Chaos and the mother of all demons. This Lord Soul was found at the dawn of the Age of Fire. The Witch of Izalith attempted to duplicate the First Flame from a soul, but instead created a distorted being of chaos and fire. Its power formed a bed of life which would become the source of all demons, and is more than enough to satiate the Lordvessel."
- **Lord Soul -** "Soul of Gravelord Nito, first of the dead. This Lord Soul was discovered at the dawn of the Age of Fire. Gravelord Nito administers the death of all manner of beings. The power of his soul is so great that it satiates the Lordvessel, despite the fact that much of its energy has already been offered to death."
- **Bequeathed Lord Soul Shard -** "Soul of the albino Seath the Scaleless. A fragment of a Lord Soul discovered at the dawn of the Age of Fire. Seath allied with Lord Gwyn and turned upon the dragons, and for this he was awarded Dukedom, embraced by the royalty, and given a fragment of a great soul. Although just a piece, it will still satiate the Lordvessel."
- **Bequeathed Lord Soul Shard -** "Soul of one of the Four Kings, who fell to Dark. A fragment of a Lord Soul discovered at the dawn of the Age of Fire. Lord Gwyn recognized the foresight of these four great leaders of New Londo, and granted them their ranks and the fragments of a great soul. Although this is not a full Lord Soul, it can still satiate the Lordvessel."
- **Obsidian Greatsword -** “This greataxe, one of the rare dragon weapons, is formed by the tail of the one-eyed black dragon Kalameet, the last of the ancient dragons. The mystical power of its obsidian blade will be released when held with both hands.” *Obtained by cutting off Kalameet's tail*

Chapter 53 Gwyn Lord of Sunlight: Dark Souls 1

- **Prologue DKS1**

"Then, from the Dark, They came And found the Souls of Lords within the flame. Gwyn, the Lord of Sunlight, and his faithful knights With the Strength of Lords, they challenged the dragons. Gwyn's mighty bolts peeled apart their stone scales"

- **When speaking to Kingseeker Frampt**

"Ahh, hello. Was it you who rang the Bell of Awakening? I am the Primordial Serpent, Kingseeker Frampt, close friend of the Great Lord Gwyn. Chosen Undead, who has rung the Bell of Awakening. I wish to elucidate your fate. Do you seek such enlightenment?

"Very well. Then I am pleased to share. Chosen Undead. Your fate is… to succeed the Great Lord Gwyn. So that you may link the Fire, cast away the Dark, and undo the curse of the Undead. To this end, you must visit Anor Londo, and acquire the Lordvessel. Heavens! You have done it! You have retrieved the Lordvessel! After a thousand years! It is you, it is really you! Hraaaoogggh! … Forgive me. I really should calm down. Now, let us take that vessel on a journey. I assume that you are ready. Now, be still!"

"This is the Firelink Chamber, for the successor of Lord Gwyn. Now, place the Lordvessel on the altar. Very well. As Kingseeker, I shall now instruct you, the Lord's successor in your next task. To achieve your fate, fill the vessel with powerful souls, commensurate to the great soul of Gwyn. Scarce few possess such brilliant souls. Gravelord Nito, the Witch of Izalith, the Four Kings of New Londo, who inherited the shards of Gwyn's soul… and Lord Gwyn's former confidant, Seath the Scaleless. All of their souls are required to satiate the lord vessel."

"Ahhh… ohh! The Lordvessel is satiated… Magnificent… You are the righteous successor to Gwyn, the new Great Lord. And I am Kingseeker no more… Your acquaintance was an honor. I must admit, I am fond of you humans. May you enjoy serendipity, And may the Age of Fire perpetuate."

- **When speaking to Kaathe**

"Hmm… You are astonishing. The truth I shall share without sentiment. After the advent of fire, the ancient lords found the three souls. But your progenitor found a fourth, unique soul. The Dark Soul. Your ancestor claimed the Dark Soul and waited for Fire to subside. And soon, the flames did fade, and only Dark remained. Thus began the age of men, the Age of Dark. However… Lord Gwyn trembled at the Dark. Clinging to his Age of Fire, and in dire fear of humans, and the Dark Lord who would one day be born amongst them, Lord Gwyn resisted the course of nature. By sacrificing himself to link the fire, and commanding his children to shepherd the humans, Gwyn has blurred your past, to prevent the birth of the Dark Lord. I am the primordial serpent. I seek to right the wrongs of the past to discover our true Lord. But the other serpent, Frampt, lost his sense, and befriended Lord Gwyn. Undead warrior, we stand at the crossroad. Only I know the truth about your fate. You must destroy the fading Lord Gwyn, who has coddled Fire and resisted nature, and become the Fourth Lord, so that you may usher in the Age of Dark!"

"Very well I shall now guide you to Gwyn's Prison Be still. Entrust thine flesh to me. This is Gwyn's prison. Now, place the Lordvessel upon the altar. Speak to him in Firelink Altar before putting the Lordvessel What is it? Place the Lordvessel upon the altar."

"Very well. Once the vessel is filled with souls, the gate to Gwyn shall open. Seek Gravelord Nito, the Witch of Izalith, and the traitor Seath the Scaleless. Fill this vessel with their souls. Then, the gate will open… so that you may kill Gwyn."

- **When Speaking to Solaire of Astora**

“I am Solaire of Astora, an adherent of the Lord of Sunlight. Now that I am Undead, I have come to this great land, the birthplace of Lord Gwyn, to seek my very own sun!”

- **When Speaking to Lady of the Darkling**

“Well, you are a rare visitor. Welcome to the lost city of Anor Londo, chosen Undead. If you seek Lord Gwyn's old keep, exit here and head straight yonder. If you are the chosen one, a revelation shall visit thee. **…** What follow thereafter, depends upon you…”

- **When Speaking to Gwynevere**

“I am Gwynevere. Daughter of Lord Gwyn; and Queen of Sunlight. Since the day Father his form did obscureth, I have await'd thee. I bequeath the Lordvessel to thee. And beseech thee. Succeed Lord Gwyn, and inheriteth the Fire of our world. Thou shall endeth this eternal twilight, and avert further Undead sacrifices.”

“Since the day Father his form did obscureth, I have await'd thee. Once living, now Undead, and a fitting heir to father Gwyn thou art, O chosen Undead And beseech thee. Succeed Lord Gwyn, and inheriteth the Fire of our world. A grave and arduous test of mettle, yea, it shall be. Indeed we had felt the warmth of Fire, its radiance, and the life it sustaineth. Without Fire, all shall be a frigid and frightful Dark.”

“Please. Father's role thou should assume, and inheriteth the Fire of our world. Thou shall endeth this eternal twilight, and avert further Undead sacrifices. Kingseeker Frampt, the primordial serpent, shall guideth thee."

- **Soul of Gwyn, Lord of Cinder** - "Soul of Gwyn, the Lord of Sunlight and Cinder, who linked the First Flame. Lord Gwyn bequeathed most of his power to the Gods, and burned as cinder for the First Flame, but even so, Lord Gwyn's soul is a powerful thing indeed."
- **Crown of the Great Lord** - “Crown of Gwyn, Lord of Cinder, who linked the First Flame. Lord Gwyn, bearer of the ultimate soul, divided that power among his great clan before linking the flame. But he did keep his crown, perhaps to preserve a symbol of the monarch, for its actual power had fully subsided.”
- **Robe of the Great Lord** - “Robe of Gwyn, Lord of Cinder, who linked the First Flame. Lord Gwyn, bearer of the ultimate soul, divided that power among his clan before linking the flame. When he departed, he left only with his greatsword, his

garb, and the crown, now bereft of power.”

- **Great Lord Greatsword** - "Greatsword born from the soul of Gwyn, Lord of Cinder. As bearer of the ultimate soul, Gwyn wielded the bolts of the sun, but before linking the fire, divided that power amongst his children, and set off with only this great sword as his companion."
- **Sunlight Spear** - "Miracle born from the fading soul of Gwyn. Hurl sunlight spear. In the war that marked the dawn of the Age of Fire, Gwyn wielded these rays of sunlight, which remains fierce even as they fade."
- **Great Lightning Spear** - "Miracle passed down by those bound to the Warrior of Sunlight covenant. Hurl giant lightning spear. The weapon of the God of War, who inherited the sunlight of Lord Gwyn, but had respect only for arms, and nothing else."
- **Sunlight Blade** - "Miracle wielded by Lord Gwyn's firstborn. Boost right weapon with rays of Sun. The power of sunlight, manifested as lightning, is very effective against dragons. When the eldest son was stripped of his deific status, he left this on his father's coffin, perhaps as a final farewell."
- **Ring of the Sun's Firstborn** - "Lord Gwyn's firstborn, who inherited the sunlight, once wore this ancient ring. Boosts the strength of miracles. Lord Gwyn's firstborn was a god of war, but his foolishness led to a loss of the annals, and rescinding of his deific status. Today, even his name is not known."
- **Ring of the Sun Princess** - "This ring is granted to those who enter a Covenant with Gwynevere, daughter of Lord Gwyn and the Princess of Sunlight. This slightly warm ring boosts the synergy of miracles. The Princess of Sunlight Gwynevere left Anor Londo along many other deities, and later became wife to Flame God Flann."
- **Divine Blessing** - "Holy water from Goddess Gwynevere. Fully restores HP and undo irregularities. The Goddess of Sunlight, Gwynevere, daughter of the great Lord of Sunlight Gwyn, is cherished by all as the symbol of bounty and fertility."
- **Soul of Gwyndolin** - "Soul of Darkmoon Gwyndolin, god of the Dark Sun and guardian of deserted Anor Londo. Special beings have special souls. Use the soul of Gwyn's lastborn to acquire a huge amount of souls, or to create a unique weapon."
- **Darkmoon Seance Ring** - "This ring is granted to adherents of Gwyndolin, Darkmoon deity and last born of Gwyn, Lord of Sunlight. Grants additional magic and attunement slots. The Dark Sun Gwyndolin is the only remaining deity in Anor Londo. His followers are few, but their tasks are of vital importance."
- **White Seance Ring** - "A divine ring entrusted to the head bishop of the Way of White and apostle to Allfather Lloyd, uncle to Lord Gwyn. It grants additional attunement slots. The head bishop of the Way of White is the guardian of law and caste, and one of the great royals of Thorolund."
- **Leo ring** - "One of the special rings granted to the four knights of Gwyn. The Leo Ring belonged to Ornstein the Dragonslayer. This ring strengthens counters with pierce weapons. His lugged spear is said to have sliced a boulder in two."
- **Ornstein's Armor** - “Armor of the dragonslayer Ornstein, who guards the cathedral in the forsaken city of Anor Londo. Ornstein is believed to be the captain of the Four Knights. His golden lion Armor is imbued with the power of lightning and should provide good protection against it.”
- **Wolf Ring** - "One of the special rings granted to the four knights of Gwyn. The wolf ring belongs to Artorias the Abysswalker. Artorias had an unbendable will of steel, and was unmatched with a greatsword."
- **Hornet Ring** - "One of the special rings granted to the four knights of Gwyn. The Hornet Ring belonged to the Lord's Blade Ciaran. By boosting critical attacks, its wearer can annihilate foes, as Ciaran's dagger laid waste to Lord Gwyn's enemies"
- **Porcelain Mack** - “Mask of the Lord's Blade Ciaran, one of Gwyn's Four Knights. The cyclops headpiece is common to all of the Lord's Blades, but Ciaran was determined to earn this soft porcelain mask as a unique decoration of honor. The mask is lined with ivory locks of hair.”
- **Hawk Ring** - "One of the special rings granted to the four knights of Gwyn, The Hawk Ring belongs to Hawkeye Gough, who led the Greatarchers. Boosts bow range, so that arrows fly like they were shot by Gough's great bow, which took down high-flying dragons."
- **Gough's Armor** - "Armor of Hawkeye Gough, one of Gwyn's Four Knights. Armor donned by Gough since his days as a dragonslayer. The medallion, bequeathed by the Lord Himself, and the dragon bone pauldrons are symbols of the highest honors."
- **Smough's Armor** - “Armor of Smough, the Executioner, protector of the cathedral at the forsaken city of Anor Londo. It offers extremely high defense and can be worn by humans, but not without great difficulty.”
- **Smough's Hammer** - “Great hammer from the soul of executioner Smough, who guards the cathedral in the forsaken city of Anor Londo. Smough loved his work, and ground the bones of his victims into his own feed, ruining his hopes of being ranked with the Four Knights.”
- **Havel's Ring** - "This ring was named after Havel the Rock, Lord Gwyn's old battlefield compatriot. Havel's men wore the ring to express faith in their leader and to carry a heavier load."
- **Great Magic Barrier** - “Miracle of Bishop Havel the Rock. Cover body in powerful def. magic coating. Havel the Rock, an old battlefield compatriot of Lord Gwyn, was the sworn enemy of Seath the Scaleless. He despised magic, and made certain to devise means of counteraction.”
- **Lordvessel** - "Lordvessel bestowed upon the chosen Undead who is destined to succeed Lord Gwyn. The chosen Undead is granted the art of warping between bonfires. To open the final door, place this vessel on the Firelink Altar, and fill it with

powerful souls."

- **Bequeathed Lord Soul Shard** - "Soul of the albino Seath the Scaleless. A fragment of a Lord Soul discovered at the dawn of the Age of Fire. Seath allied with Lord Gwyn and turned upon the dragons, and for this he was awarded Dukedom, embraced by the royalty, and given a fragment of a great soul. Although just a piece, it will still satiate the Lordvessel."
- **Bequeathed Lord Soul Shard** - "Soul of one of the Four Kings, who fell to Dark. A fragment of a Lord Soul discovered at the dawn of the Age of Fire. Lord Gwyn recognized the foresight of these four great leaders of New Londo, and granted them their ranks and the fragments of a great soul. Although this is not a full Lord Soul, it can still satiate the Lordvessel."
- **Silver Knight Armor** - "Armor of the Silver Knights who protect Anor Londo. When Lord Gwyn departed to link the Fire, his knights split into two groups. The Silver Knights remained in the forsaken capital in the service of their goddess."
- **Silver Knight Shield** - "Shield of the Silver Knights of Anor Londo. A flowing canal is carved deep into its face. The Silver Knights stayed behind in Anor Londo to defend the illusory goddess, and their shields are blessed with her divine protection."
- **Black Knight Armor** - "Armor of the Black Knight who haunt Lordran. The knights followed Lord Gwyn when he departed to link the flame, but they were burned to ashes in newly kindled fire, wandering the world as disembodied spirits ever after."
- **Black Knight Shield** - "Shield of the Black Knights that wander Lordran. A flowing canal is chiseled deeply into its face. Long ago, the black knights faced the chaos demons, and were charred black, but their shields became highly resistant to fire."
- **Black Knight Weapons** - "Weapons of the black knights who wander Lordran. Used to face chaos demons. The large motion that puts the weight of the body into the attack reflects the great size of their adversaries long ago."

Chapter 54 The Witch of Izalith: Dark Souls 1

- **Prologue DKS1**

"Then, from the Dark, They came And found the Souls of Lords within the flame... The Witch of Izalith, and her daughters of chaos. With the Strength of Lords, they challenged the dragons. The witches weaved great firestorms."

- **When Speaking to Larentius**

"In this land, pyromancers earn a certain respect. The Witch of Izalith, one of the legendary Lords, is the godmother of pyromancy. So, the day I became Undead, I was ecstatic. I felt as if I'd been chosen to attune myself to the ancient arts. … Of course, it wasn't all that romantic in the end…"

- **When speaking to Quelaana**

"Hmm… A mere Undead, yet you can see me? Fascinating… I am Quelaana of Izalith. I am not often revealed to walkers of flesh. You have a gift. Are you, too, one who seeks my pyromancy? Like Salaman."

"Long ago, I accepted another pupil, like yourself. Over two-hundred years ago, there was a man, almost as bungling as you… in your world he was called Salaman the Master Pyromancer. The little rascal really made something of himself."

"Pyromancy is the art of invoking and manipulating fire. But remember one thing. Always fear the flame, lest you be devoured by it, and lose yourself. I would hate to see that happen again…"

"The Witch of Izalith? … Please, do not speak of her. … I abandoned my mother and sisters and fled to this land. … Now I roam these parts, feigning ablution, and pretending to seek answers."

"… Hmmm… I have a favor to ask… My mother, the Witch of Izalith, was one of the primeval Lords… Her power came from the soul that she found near the First Flame. ..She focused this power to light a flame of her own, but she failed to control it. The Flame of Chaos engulfed Mother and my sisters, and molded them into deformed creatures. Only I escaped, and now I am here."

"But my mother and sisters have been in anguish since. I beseech you. Free Mother and my sisters from the Flame of Chaos. I cannot do it myself; I lack the strength, and the bravery… …But you… I realize what I am asking. But please, free their pour souls… Mother's ambitions were misguided, no doubt, but surely a thousand years of atonement is enough!"

"Outstanding… You have done very well. Thank you. I am blessed to have met you. I suppose I can call you fool no longer… I can hardly thank you enough. Please take this… It is all of me."

- **Lord Soul** - "Soul of the Bed of Chaos and the mother of all demons. This Lord Soul was found at the dawn of the Age of Fire. The Witch of Izalith attempted to duplicate the First Flame from a soul, but instead created a distorted being of chaos and fire. Its power formed a bed of life which would become the source of all demons, and is more than enough to satiate the Lordvessel."
- **Izalith Catalyst** - "Catalyst of the Witch of Izalith of long ago, when her daughters were still flame witches, before they were engulfed by the Chaos Flame. Before the birth of pyromancy, their wands were mediums for sorcery, but knowledge of this flame sorcery has long since vanished."
- **Demon's Catalyst** - "Demon catalyst formed from Izalith molten rock. Can be used as fire weapon. The Demon Firesage was the first demon, and the last master of the original fire arts before the Witch of Izalith was engulfed by Chaos, creating pyromancy."

- **Demon's Great Hammer** - "Demon weapon built from the stone archtrees. Used by lesser demons at North Undead Asylum. This hammer is imbued with no special power, but can merrily beat foes to a pulp, providing you have the strength to wield it."
- **Demon's Greataxe** - "Carved from the bones of fellow demons. Wielded by the lesser Taurus demons. This axe is imbued with no special power, but can merrily beat foes to a pulp, providing you have the strength to wield it."
- **Demon Great Machete** - "The lesser Capra demons use these greatswords in pairs. The blade is cast iron and hooked. The sword is imbued with no particular magic, but for those who have the strength, its great weight will smash foes mercilessly."
- **Ascended Pyromancy Flame** - "Pyromancy flame drawing upon the latent power of Quelana of Izalith, mother of pyromancy. For the pyromancer, a flame is a precious thing indeed, to be nurtured, often for an entire lifetime. When the flame is shared, it creates an eternal bond between the parties."
- **Pyromancy Flame** - "Flame medium used by Great Swamp pyromancers. Pyromancers arouse this flame to produce various fire arts. Equip pyromancer flame to produce pyromancy. Attune pyromancies from a scroll at bonfire. Most pyromancies have a limited no. of uses."
- **Soul of Quelaag** - "Soul of Quelaag, once daughter of the Witch of Izalith, but now a chaos demon. Special beings have special souls, and Quelaag's soul contains all aspects of Chaos. Use it to acquire a huge amount of souls, or to create a unique weapon."
- **Chaos Blade** - "A curved sword born from the soul of Quelaag, daughter of the Witch of Izalith, who was transformed into a chaos demon. This blade inherits only the chaotic nature of Quelaag, and has a unique speckled design. Blade wielder erodes along with opponents."
- **Quelaag's Furysword** - "A curved sword born from the soul of Quelaag, daughter of the Witch of Izalith, who was transformed into a chaos demon. Like Quelaag's body, the sword features shells, spikes, and a coating of chaos fire. Power affected by wielder's humanity."
- **Gold-Hemmed Black Set** - "Worn by the witch Quelana of Izalith, mother of pyromancy and Daughter of Chaos. She wore this gold-hemmed black cloak before even the Age of Fire, and it offers strong resistance versus fire, poison, and other perils."
- **Orange Charred Ring** - "An orange ring enchanted by a witch. Reduces lava damage. Since his sores were inflamed by lava from birth, his witch sisters gave him this special ring. But fool that he is, he readily dropped it, and from that spot, a terrible centipede demon was born."
- **Fire Keeper Soul (Quelaag's Sister)** - "Soul of a Daughter of Chaos, Fire Keeper of Quelaag's Domain. A Fire Keeper's soul is a draw for humanity, and held within their bosoms, below just a thin layer of skin, are swarms of humanity that writhe and squirm. To her, the countless eggs which appeared were cradles for each tiny humanity."
- **Chaos Storm** - "Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Erects localized chaos fire pillars. The Witch of Izalith, in an ambitious attempt to copy the First Flame, created instead the Flame of Chaos, a twisted bed of life."
- **Great Chaos Fireball** - "Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Hurl giant chaos fireball. The Flames of Chaos can melt stone, producing a short-lived lava glob."
- **Chaos Fire Whip** - "Art of the Flame of Chaos, which engulfed the Witch of Izalith and her daughters. Sweep foes with chaos fire whip This spell was wielded by the eldest of The Daughters of Chaos."
- **Fire Tempest** - "Primal pyromancy of Quelana of Izalith. Erect giant fire pillars in vicinity. The tempestuous raging flames resemble those summoned by the Daughters of Chaos when they challenged the ancient dragons and scorched the very earth."
- **Firestorm** - "Primal pyromancy taught by Quelana of Izalith. Erect fire pillars in vicinity. The storm of flame is indiscriminate, and incinerates all nearby life."
- **Fire Whip** - "Primal pyromancy taught by Quelana of Izalith. Sweep foes with fire whip. The root pyromancy of Combustion, but much more difficult to wield."
- **Undead Rapport** - "Advanced pyromancy of Quelana of Izalith. Charm Undead and gain temporary allies. The living are lured by flame, and this relationship is part and parcel to the art of pyromancy. Can be used by either gender."
- **Chaos Flame Ember** - "Ember required for weapon ascension. Chaos Flame Ember is an art of the lost city of Izalith. Handled only by blacksmiths knowledgeable in ancient methods. Ascends +5 fire weapon to chaos weapon. (chaos weapon can be reinforced to +5) Chaos weapons are demon weapons augmented by humanity which inflict fire damage."

Chapter 55 Gravelord Nito, First of the Dead: Dark Souls 1

- **Prologue DKS1**

"Then, from the Dark, They came And found the Souls of Lords within the flame. Nito, the first of the dead Nito unleashed a miasma of death and disease.”

- **Lord Soul** - "Soul of Gravelord Nito, first of the dead. This Lord Soul was discovered at the dawn of the Age of Fire. Gravelord Nito administers the death of all manner of beings. The power of his soul is so great that it satiates the Lordvessel, despite the fact that much of its energy has already been offered to death."

- **Gravelord Sword** - "Sword wielded only by servants of Gravelord Nito, the first of the dead. Crafted from the bones of the fallen. The miasma of death exudes from the sword, a veritable toxin to any living being."
- **Gravelord Sword Dance** - "Miracle known only by the servants of the first dead, Gravelord Nito. Giant Gravelord swords jut out in vicinity. Nito sleeps deep within the Giant Catacombs, quietly overseeing all death, and waiting for his servants to usher in the Eye of Death."
- **Gravelord Greatsword Dance** - "Miracle known only by the servants of the first dead, Gravelord Nito. Giant Gravelord swords jut out in vicinity. Many have died, and many eyes were claimed to realize the Greatsword Dance, a Gravelord ritual known only by his closest servants."
- **Skull Lantern** - "Skull Lantern of the Catacombs necromancer. Droops from his long beard locks. This lantern alights the Tomb of the Giants, Nito's light-devouring domain of death. Also serves as a fire damage strike weapon."
- **Mask of the Father** - "One of the three masks of the Pinwheel, the necromancer who stole the power of the Gravelord, and reigns over the Catacombs. This mask, belonging to the valiant father, slightly raises equipment load."
- **Mask of the Mother** - "One of the three masks of the Pinwheel, the necromancer who stole the power of the Gravelord, and reigns over the Catacombs. This mask, belonging to the kindly mother, slightly raises HP."
- **Mask of the Child** - "One of the three masks of the Pinwheel, the necromancer who stole the power of the Gravelord, and reigns over the Catacombs. This mask, belonging to the naive child, slightly raises stamina recovery speed."
- **Rite of Kindling** - "This secret rite allows bonfires to be bolstered further with Kindling, so that even more Estus can be collected. Kindling was a sacred rite passed down among clerics, but all Undead can imitate the process in the same manner that they restore their Hollowing with humanity. How peculiar that humans had found little use for humanity until they turned Undead."
- **Effigy Shield** - "Frightful occult shield. Defends against divine weapons and lightning. In an ill-fated plot to destroy the very gods, the followers of the occult once attempted to steal the power of Gravelord Nito, the first of the dead."
- **Eye of Death** - "Online play item. Lure phantoms from other worlds. (Only Covenanter can use the item while Hollows cannot) The dreadful Eyes of Death spread disaster across neighboring worlds. Phantoms lured to the host world may end up as victims, allowing the Eyes of Death to multiply, and leading to further proliferation of bane."

Chapter 56 Seath the Scaleless: Dark Souls 1

- **Prologue DKS1**

"In the Age of Ancients, The world was unformed, shrouded by fog A land of grey crags, archtrees, and everlasting dragons... Seath the Scaleless betrayed his own, and the dragons were no more"

- **When speaking to Lady of the Darkling**

“Have you heard of Seath the Scaleless? In legend, he turned against the ancient dragons. He became Lord Gwyn's confidant, was granted dukedom, and was allowed to pursue his research. At the Regal Archives, he immersed himself in research on scales of immortality, the one thing that he did not have. … But his very research drove him mad… The Archive became a dungeon, a place for sinister experiments. Now, nobody dare even approach the duke's forbidden Archives. It looms over this land, high atop the mountain. But I should warn against even an approach.”

- **When speaking to Big Hat Logan**

"Hello again! What a chance meeting this is! Alas I'm imprisoned once again. I don't suppose you could stage me a getaway? The Archives , such a storehouse of knowledge. So close, but just out of reach! The though offends me so ,I could simply die! As a student of the arts, you understand me, yes?"

"Hello there. I was expecting you. This place is truly magnificent, more than expected, even. As promised, I shall share the new sorceries with you. And the secret of Seath's immortality."

"Ah, the secret of Seath's immortality? If you have fought him, and were imprisoned, you must know that Seath is a true Undead, different from ourselves. His wounds close promptly and no mortal blow affects him, granting true insulation from death. It is an effect of the Primordial Crystal, a sacred treasure pillaged by Seath when he turned upon the ancient dragons. So, only by destroying the Primordial Crystal can you so much as scratch his hide. And it so happens, the primordial Crystal is in the inner garden of these very archives, the Crystal Forest."

"A great pool of knowledge, the fruits of superior wisdom and an unquenchable desire for truth. Some would say Seath had an unsound fixation …But his work is a beautiful, invaluable resource. All progress demands sacrifice. And I certainly hear no antipathy for that wonderful scaleless beast."

- **Bequeathed Lord Soul Shard** - "Soul of the albino Seath the Scaleless. A fragment of a Lord Soul discovered at the dawn of the Age of Fire. Seath allied with Lord Gwyn and turned upon the dragons, and for this he was awarded Dukedom, embraced by the royalty, and given a fragment of a great soul. Although just a piece, it will still satiate the Lordvessel."
- **Moonlight Greatsword** - "This sword, one of the rare dragon weapons, came from the tail of Seath the Scaleless, the pale white dragon who betrayed his own. Seath is the grandfather of sorcery, and this sword is imbued with his magic, which shall be unleashed as a wave of moonlight."
- **Archive Tower Cell Key** - "Key to the cell of the Duke's Archive Tower. The Archive Tower, once a trove of precious tomes and letters, became a prison after the onset of Seath's madness. The serpent men who guard the prison know not the value of what they hide. In the basement of the tower are the writhing "mistakes" of the terrifying experiments which were

conducted there."

- **Archive Tower Giants Cell Key** - "Key to the giant cell below the Duke's Archives Tower. The giant cell once imprisoned countless maidens, but is now empty, save for a few key persons. They struggle to uphold their sanity, as the horde of "mistakes" writhe at a fearfully close proximity."
- **Archive Tower Giant Door Key** - "Key to the giant door leading out from the uppermost floor of Archive Tower, which now serves as a prison. The key's design resembles not the key of a prison; indeed, the tower was once no prison at all, but a trove of precious tomes."
- **Archive Tower Extra Key** - "Extra key to a cell in the Duke's Archive Tower. Perhaps the serpent men were careless, for there are several keys scattered about which fit Archive Tower cells."
- **Crystal Ember** - "Ember required for weapon ascension. Crystal ember created by Seath the Scaleless. Handled only by the giant God's blacksmiths. Ascends +10 standard wpn to crystal weapon. (crystal weapons can be reinforced to +5) Crystal weapons are powerful but brittle, and cannot be repaired once broken."
- **Soul of the Moonlight Butterfly** - "Soul of the mystical Moonlight Butterfly, which flitters in the Darkroot Garden. Special beings have special souls. The butterfly's soul is a creation of Seath the Scaleless. Use to acquire a huge amount of souls, or to create a unique weapon."
- **Crystal Ring Shield** - "Weapon born from the mystical creature of the Darkroot Garden, the Moonlight Butterfly. Imbued with a powerful crystal power, like the butterfly created by Seath the Scaleless. Can emit crystal light rings."
- **Moonlight Butterfly Horn** - "Weapon born from the mystical creature of Darkroot Garden, the Moonlight Butterfly. The horns of the butterfly, a being created by Seath, are imbued with a pure magic power."
- **Crystal Armor** - "Crystallized armor worn by a Hollowed knight, who was partially crystallized. The power of the crystal grants high defense."
- **Robe of the Channelers Armor** - "Robe of the Channelers, sorcerers that serve Seath the Scaleless. Even after the onset of Seath's madness, the "snatchers" as they were often called, ventured to far lands to find suitable human specimens. The heaviest of protective gear for sorcerers, and imbued with magic"
- **Six-Eyed Helm of the Channelers** - "Helm of the Channelers, sorcerers that serve Seath the Scaleless. The six eyes arranged in two vertical columns compensate for Seath's lack of sight. The heaviest of protective gear for sorcerers, and imbued with magic."
- **Channeler's Trident** - "Trident of the Six-eyed Channelers, sorcerers who serve Seath the Scaleless in collecting human specimens. Thrusted in circular motions in a unique martial arts dance that stirs nearby allies into a bloodthirsty frenzy."
- **White Dragon Breath** - "Sorcery developed by Logan during his infatuation with Seath the Scaleless. Emit crystal breath of Seath the Scaleless. Although it no longer causes curses, what madness caused old Big Hat to appropriate this frightful power of the ancient dragons?"
- **Homing Crystal Soulmass** - "Sorcery boosted by the knowledge. Logan acquired at the Regal Archives. fire homing crystal soulmass. The mysteries of souls, crystals, and the sorceries are deeply intertwined."
- **Crystal Magic Weapon** - "Sorcery boosted by the knowledge Logan acquired at the Regal Archives. High magic + crystallization: right weapon. Logan's trials were successful, and the crystal medium facilitated a stronger bond between weapon and soul."
- **Crystal Soul Spear** - "Sorcery boosted by the knowledge, Logan acquired at the Regal Archives. Fire piercing crystal soul spear. These pale magic spears, sharpened through crystallization. are on par with the armaments of the ancient lords."
- **Great Magic Barrier** - “Miracle of Bishop Havel the Rock. Cover body in powerful def. magic coating. Havel the Rock, an old battlefield compatriot of Lord Gwyn, was the sworn enemy of Seath the Scaleless. He despised magic, and made certain to devise means of counteraction."

Chapter 57 Manus, Father of the Abyss: Dark Souls 1

- **Prologue DKS1**

"Then, from the Dark, They came And found the Souls of Lords within the flame... The furtive pygmy, so easily forgotten."

- **When speaking to Gough**

"I suspect thou hast taken a gander at it, But the Dark of the Abyss, which swallowed poor Artorias, threatens to devour our entire land of Oolacile. It seems that this dire fate is unavoidable. But, seduced by a Dark serpent or no, They awoke that thing themselves, and drove it mad. …One's demise is always one's own making."

"If thine wish is to succeed poor Artorias, and challenge the spread of the Dark, Then thou must face Manus, Father of the Abyss. The Dark emanates from Manus himself. Even if this land shall expire, thou may be able to prevent further corrosion. …But even so, one day the flames will fade, and only Dark will remain. And even a legend such as thineself can do nothing to stop that."

- **When speaking to Elizabeth**

“Well, look at this one. From what far-away age has thou come? Thy scent is very human, indeed...But, not intolerable...Ah, Princess Dusk's savior. Thine aura is precisely as she described. I thank thee deeply, for rescuing Her Highness. But Princess Dusk is here no longer...snatched away by that horrifying primeval human. And so I must ask...Couldst thou once more play the savior?”

“Thou shalt see further on. An abyss was begat of the ancient beast, and threatens to swallow the whole of Oolacile. Knight Artorias

came to stop this, but such a hero has nary a murmur of Dark. Without doubt, he will be swallowed by the Abyss, overcome by its utter blackness...Indeed, the Abyss may be unstoppable...Still I have faith, that Princess Dusk may be rescued yet..."

"I have awaited thee. Thou hast rescued Princess Dusk,...and rid us of that terrible primeval human. Even halting the spread of the Abyss! I salute the grandeur of thine enterprise. Please, allow me to express my gratitude. I thank thee... as do we all."

- **When speaking to Dusk**

"This may strike thine ear as somewhat peculiar, but… Long ago, in my homeland of Oolacile, I was beset by a creature of the Abyss. I would have perished then, were it not for the great knight Artorias. In truth, I saw little of what transpired, for mine senses were already fled! But even still, there was something about Artorias… A certain balance of the humors… …That quite perfectly fits your semblance. Heavens, could it be that… … Oh, dear me. That was Oolacile, many centuries ago. Please excuse my fanciful musings."

"Excuse me for such whimsical utterances. Only, it was so very odd… You, and Artorias. I owe my life to each of you. And both seem to share some resonance of sorts… Perhaps it is the nature of true greatness."

"I still think on that creature from the Abyss that preyed upon me. My faculties were far from lucid, but I quite clearly sensed certain emotions. A wrenching nostalgia, a lost joy, an object of obsession, and a sincere hope to reclaim it… Could these thoughts belong to the beast from the Abyss? But if that were true, then perhaps it is no beast after all? Oh, please forgive my ramblings. It's just that, I wish to know the truth. And no one, not even loving Elizabeth, will tell me"

- **When speaking to Chester**

"Hm…Oh, let me guess… Snatched by a shadowy limb, and dragged off to the past?"

"Believe it or not… Oolacile has brought the Abyss upon itself. Fooled by that toothy serpent, they upturned the grave of primeval man, and incited his ornery wrath. What could they have been thinking? But to you and I, it's all ancient history. You have to ask yourself. Does it really matter? Heh heh heh…"

- **When speaking to Kaathe**

"Your progenitor found a fourth, unique soul. The Dark Soul. Your ancestor claimed the Dark Soul and waited for Fire to subside. And soon, the flames did fade, and only Dark remained. Thus began the age of men, the Age of Dark. However… Lord Gwyn trembled at the Dark. Clinging to his Age of Fire, and in dire fear of humans, and the Dark Lord who would one day be born amongst them, Lord Gwyn resisted the course of nature. By sacrificing himself to link the fire, and commanding his children to shepherd the humans, Gwyn has blurred your past, to prevent the birth of the Dark Lord. I am the primordial serpent. I seek to right the wrongs of the past to discover our true Lord. But the other serpent, Frampt, lost his sense, and befriended Lord Gwyn. Undead warrior, we stand at the crossroad. Only I know the truth about your fate. You must destroy the fading Lord Gwyn, who has coddled Fire and resisted nature, and become the Fourth Lord, so that you may usher in the Age of Dark!"

"Ahh... If you wish, I shall grant the art of Lifedrain, the legendary power of the Dark Lord. It can preserve your humanity while Undead, and cast off the shackles placed upon your brethren. They failed me, every last one of them. They were strong, but saw not the truth... I am certain that you will prove different."

- **Soul of Manus -** "Soul of Manus, Father of the Abyss. This extraordinary soul is a viscous, lukewarm lump of gentle humanity. Ancient Manus was clearly once human. But he became the Father of the Abyss after his humanity went wild, eternally seeking his precious broken pendant."
- **Manus Catalyst -** "A sorcery catalyst born from the soul of Manus, Father of the Abyss. A rough, old wooden catalyst large enough to be used as a strike weapon. Similar to the Tin Crystallization Catalyst, it boosts the strength of sorceries, but limits the number of castings."
- **Pursuers -** "Sorcery of Manus, Father of the Abyss. Grant a fleeting will to the Dark of humanity, and volley the result. The will feels envy, or perhaps love, and despite the inevitably trite and tragic ending, the will sees no alternative, and is driven madly toward its target."
- **Broken Pendant -** "Half of a broken stone pendant. The vine appears to originate from Oolacile. A powerful magic can be sensed from this ancient stone. Yet men of this time can neither manipulate nor sense its power, which has a distinct air consisting of both reverence and nostalgia."
- **Soul of Artorias -** "Soul of Lord Gwyn's Knight Artorias, who was consumed by the Abyss. The legend that Artorias repelled the Abyss only told half the story It seems that he was defeated, and his honor preserved, by some unsung hero, who is the true victor of the Abyss."
- **Artorias Armor -** "Armor of Artorias the Abysswalker, one of Gwyn's four knights. The death of the armor's owner can be surmised from the corrosive Dark of the Abyss, and the tattered azure-blue cape, once a symbol of pride and glory."
- **Abyss Greatsword -** "This greatsword belonged to Lord Gwyn's Knight Artorias, who fell to the abyss. Swallowed by the Dark with its master, this sword is tainted by the abyss, and now its strength reflects its wielder's humanity."
- **Cleansing Greatshield -** "The steel greatshield used by the Knight who succumbed to the Abyss. Artorias, deeply scarred by the abyss, used this to form a barrier to protect his compatriot Sif. Although this drained the shield, its magic defense remains high."
- **Humanity -** "Rare tiny black sprite found on corpses. Use to gain 1 humanity and restore a large amount of HP. This black sprite is called humanity, but little is known about its true nature. If the soul is the source of all life, then what distinguishes the humanity we hold within ourselves?"
- **Fire Keeper Soul -** "Soul of a long-lost Fire Keeper. Each Fire Keeper is a corporeal manifestation of her bonfire, and a

draw for the humanity which is offered to her. Her soul is gnawed by infinite humanity, and can boost the power of precious Estus Flasks. Reinforced Estus Flasks capture denser Estus, allowing for increased restoration of HP."

- **Bloated Sorcerer Head** - "The head of an Oolacile resident whose humanity went wild after being devoured by the Dark of Manus, father of the Abyss. The bloated head is fissured, the cracks lined with innumerable tiny red eyeballs and accented by protruding brain parts. It is lightly enchanted, suggesting that it may have belonged to a sorcerer."
- **Bloated Head** - "The head of an Oolacile resident whose humanity went wild after being devoured by the Dark of Manus, father of the Abyss. The bloated head is fissured, the cracks lined with innumerable tiny red eyeballs with a hard outside and mucous-filled inside, no sane person could ever wear it."
- **Dark Hand** - "The Darkwraiths, incited by Kaathe, use the power of the dark soul to absorb humanity, an art shared by this weapon, which also acts as a special shield. The ancients, particularly, could sap the humanity of even a replete saint in the blink of an eye."
- **Miyazaki** - "The image is something like a human ancestor. It found the Lord Soul and humanity is like a fragment of it. Kinda like an ancestor, so the Descendants have a part of that soul"

Chapter 58 Enemy NPC Groups

Gyrm

- **Gavlan** - “Chief of the Gyrm, a stocky dwarf-like race that dwell underground. While most Gyrm are cheerful and friendly; they also harbor a strong distrust of the humans who exiled them from the surface world; nevertheless Gavlan will happily wheel and deal with you over the course of his travels throughout Drangleic.”
- **Gyrm** - “A stocky, powerful race once dwelt above ground, they were regarded as inferior by humans and unjustly exiled below. They are amicable by nature but harbor an intense distrust of surface-dwellers, particularly humans; in addition any of the Gyrm living in the Doors of Pharros have gone Hollow and become threats to the living.”
- **Gyrm Armor** - “Armor of the nomadic Gyrm. Excellent poise but heavy. The stocky Gyrm are kind-natured, but humans deemed them impure, and drove them underground.”
- **Gyrm Greataxe** - “A greataxe used by the nomadic Gyrm. At first glance this greataxe appears crude, but with further examination one sees the fine craftsmanship of Gyrm blacksmiths. Quite heavy for a human, but swung about with reckless abandon by the Gyrm.”
- **Gyrm Greatshield** - “A greatshield used by the nomadic Gyrm. Appears to be a stone monument that was converted into a makeshift shield. Naturally, it is quite heavy, and haphazardly crafted, but very few attacks will make it past this monster.”
- **Gyrm Great Hammer** - “A great hammer used by the nomadic Gyrm. A makeshift weapon created from a blacksmith's anvil. As heavy as it appears. Crafted rather shoddily, but each hit landed is certain to inflict serious damage.”
- **Gyrm Warrior** - “Warriors of the Gyrm race clad in heavy armor customized for their stout frames. Theses sturdy opponents can deal massive damage with their improvised Great Hammers while deflecting early any blow with the monstrous stone Greatshields they carry. Same have developed proficiency in ranged combat and will throw enormous Greataxes at enemies with frightening accuracy.”
- **Gyrm Warrior Set** - “Warrior armor of the nomadic Gyrm. Excellent poise and defense, but very heavy. Most Gyrm descendants refuse contact with outsiders, and live with a sense of deep contempt for those who exiled them.”